XENOSCAPE

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TEXT OF CREATURES

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CREDITS

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NOTE FOR THE READERS

This book was created with the help of the cultural gaming association LaGilda which deepened with us some sensitive and, on the other hand ,fundamental issues one should face when trying to recreate a world in which sexuality does not follow the rules of the world we are used to but rather creates and explores new and sometimes even unexpected ones.

We will use female pronouns whenever we talk about unknown individuals as a grammar empirical rule and we apologize to anyone who could feel offended by this common and practical choice.

Ultimately we want everyone to feel represented and respected in the imaginative world we describe trying to use specific jargon as much as possible witho no distinction of sex, gender, ethnicity, status, species, phylum... and robots too! :)

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DISCLAIMER

In this book, players are instructed to approach the world surrounding them in a realistic and plausible way.

Because of this, delicate aspects such as sexuality or violence are taken into consideration, as well as extreme conditions of survival or psychological stress, which need to be addressed in a mature way and with a naturalistic outlook – devoid of any moral or ethical prejudice stemming from socio-cultural traditions. We hope the topics discussed here won't offend anyone, despite their intensity.
It is however a good idea for each gaming table to discuss beforehand how comfortable players are with the story being told. It's implied that each player can, at any time, refuse to take part in a narration which makes them uneasy.

In order to describe the setting and explain the rules of the game, this book conventionally uses the plural masculine to define roles ("the player") or groups of elements ("the Arthropoids"), given the lack of a neutral gender and of an effective and smooth way of portraying gender neutrality in the Italian language.

ROLE PLAY

Welcome back, Dreamer!

You probably got here after reading the ***Text of Traditions***, where the rules for playing ***XENOSCAPE*** are detailed and explained, as well as the way your adventures will play out.
If, however, you haven't done so already, we suggest you go back to those writings, since they'll be very useful in order to understand what you'll read here. But don't worry: knowing the rules and the setting isn't essential – you still have in your hands a detailed bestiary full of incredible artwork!

In this book, Narrators will find a list of creatures that inhabit the world of Materia, each including the resources they offer, from the survival tactics they employ to a detailed description of their ecology.
The boldest Narrators can also create their own original creatures: all the necessary tools to do so can be found in the appropriate chapters. Moreover, you'll find a simple and practical system to balance out the difficulty of the encounters players will face.

Now your dreams will have a living, pulsing ecosystem you can interact with and fight in order to live out amazing adventures.
Once again, happy awakening!

Alessandro Rivaroli, the Screenwriter

Take this kiss upon the brow!
And, in parting from you now,
Thus much let me avow —
You are not wrong, who deem
That my days have been a dream;
Yet if hope has flown away
In a night, or in a day,
In a vision, or in none,
Is it therefore the less gone?
All that we see or seem
Is but a dream within a dream.

Edgard Allan Poe, A dream within a dream

*This book uses the same color coding as the **Text of Traditions** does: when a Resource, Food or Artifact are cited in the text, they'll be in different colors to help you understand which of these three groups they belong to and to which paragraph (in the **Text of Traditions**) you need to refer to:*

*Blue = Resources (detailed in **paragraph 4.1 Resources**)*
*Yellow = Artifacts (detailed in **paragraph 4.2 Artifacts**)*
*Pink = Food (detailed in **paragraph 4.3 Alimenti**)*

Chapter 1 - NPCs

Helpers and enemies, scoundrels and heroes

1.1 Creating the Supporting Cast

What's a good story without its characters?
As you venture into the world of Materia, your ***Player Character (PC)*** will encounter several kinds of creatures, more or less intelligent, who will more or less actively contribute to the fiction. These ***Non-Player Characters (NPC)*** are managed by the Narrator and may represent fearsome obstacles or precious help.
In this Chapter we'll detail how to create complete and tridimensional NPCs, starting with understanding how to define their role inside the fiction.

In ***XENOSCAPE*** players will face different kinds of NPCs.
When this happens, the first trait to determine is without a doubt their intellectual level:

LVL	Description
Sentient	The creature in question is equipped with a complex intelligence, is self-aware and can ponder abstract concepts such as time or cause and effect. These subjects are also able to create art, comprehend scientific processes, utilize precision tools and produce complex language, at least potentially. Humans are an example of sentient creatures.
Semi-sentient	The creature in question is self-aware, but only partially intelligent: for example, they can potentially think about the future or formulate simple hypothesis, but can't master abstract concepts such as time and causality. These subjects are able to create simple art, comprehend basic scientific processes, build and utilize rough tools and produce elementary but coherent language. Humans during the first years of their lives are an example of semi-sentient creatures, as are hominids not belonging to the sapiens species.
Non-sentient	The creature in question has an intuitive intelligence, isn't self-aware and can't ponder abstract concepts. Some of these creatures may be trained, but generally their choices are dictated by basic instincts knows as the "four Fs" (*feeding, fleeing, fighting, mating*). Though there are significant differences among different species, these subjects can't create art nor utilize or build any kind of tools, and only communicate basic concepts to each other. Newborn humans or primates not belonging to the *homo* genre are examples of non-sentient creatures.

Non-sentient NPCs are animalistic creatures, whose actions mostly follow what nature dictates according to their innate instincts: many of these creatures are detailed in ***Chapter 2 Creatures*** of this book. These creatures are the undisputed rulers of Materia, and it'll be hard to reason with them.

A very different approach is needed, however, for Semi-sentient and Sentient creatures, who can offer moments of interaction with the PCs or hold important roles in the fiction. When Narrators create this kind of NPCs, they must always try to characterize these characters in some way: what do they look like? What is their personality like? Do they have any traits that set them apart from others of their species? What is their story? Each additional detail will add depth to the NPCs and make them memorable in the minds of players, defining them as the unique creatures they are.

Once these details are decided, it's important to understand what role the NPCs have. Having the standard classification of narrative roles in mind is convenient for this purpose; aside from the "protagonist" role – which the PCs should have – NPCs can take on more or less any role:

LVL	DESCRIPTION
Antagonist	This type of NPC directly opposes PCs and hinders their progress within the fiction. They could be temporary, recurring or even regular antagonists in the entire campaign. Be it hungry creatures ready to eat them or mind-bending manipulators at the head of cults or organizations, their role is essential to the creation of conflict and possibly to diverting the PCs' plans towards a different outcome than predicted.
Helper	This type of NPC offers some sort of support to PCs: information, equipment, resources or assistance are all examples of what helpers can offer PCs. Helpers don't always offer their services free of charge: at times some kind of payment is required, while other times they may be driven by affinity to the PCs, or be followers of a higher calling, or even be pushed by other NPCs on whom they depend.
Principal	This type of NPC usually provides some kind of quest to PCs: recovering an object or delivering it to someone else, finding a missing ally, defeating a powerful ruler or rival organization, exploring a territory or saving a people or a specific person from certain death (maybe the Principal themselves). Principals often set in motion the action in a story and sometimes they open up new opportunities or side plots. Depending on the situation, they can guarantee rewards, assign the task in a coercive manner or as a request for help.
Extra	This type of NPC includes all characters that are in the background of the main story: regular inhabitants of a village, wandering merchants, guards, nobles and farmers. They're usually only in the background of the fiction, but they may prove to be a source of trouble or support, depending on the situations PCs find themselves in. If the Narrator finds herself improvising, she can use the archetypes described below as ideas.

A NPC's role inside the story, and inside the society they live in, is an essential detail to define, as this will help to better integrate them in the fiction and outline their specifics, such as equipment and psychology. Be careful, however: Narrators aren't expected to immediately reveal if a certain NPC is an antagonist or a helper, PCs will have to find out in-game! Similarly, the actual role of a NPC in the story may vary drastically depending on the events that unfold, and Narrators shouldn't be afraid to turn allies into enemies or vice versa, if that's where the players are leading the story. The following archetypes may help define the role of NPCs when creating a story: we also paired them with a set of practical examples to draw inspiration from (or randomly determine by rolling 1d6) and adventure ideas that can be adapted to any story.
All creatures listed are described in ***Chapter 2 Creatures***, while the various objects are described in the ***Text of Traditions*** paragraph ***4.2 Artifacts***.

ARTISAN
1) A ***Squamata*** master forger lives in a refuge at the top of an impassable peak and builds the most precise bows around (Range x2); in exchange for his Bows he requests Rare Food of animal origin.
2) A ***Mecha-Suit*** carpenter with many arms; he's incredibly quick (1/2 construction time) but asks to be paid only in electrical batteries or other types of energy cells.
3) A ***Verminoid*** covered in jewels who runs a big leather shop in the middle of a forest, where around twenty ***Lemurites*** work and live.
4) An ***Arthropoid*** with a very developed brain; he's known for specializing in taking apart and putting back together machinery found inside an Ancient Shrine, where he resides to this day. In order to get to him, PCs must overcome all the traps in the underground hideout he's locked in.
5) A ***Shrub*** and a ***Clone*** build incredible inventions together, completely made out of wood, such as gliders, mechanical clocks, traps and other bizarrely shaped devices. They exchange these for Resources they don't have (roll 1d6 when their inventions are used; on a 1 they become Unusable).
6) A big and elderly ***Primordian*** works as a lumberjack for a peaceful population of ***Quadripoids***. He constantly lugs around giant heaps of wood on his now hunched back, he's a bit cranky and incredibly hard of hearing (all Interaction checks with him last twice as long).

ARTIST
1) A sad and melancholic ***Clone*** panhandles on the side of the road and sings about his wicked life. But actually, he's part of a congregation of the Harmonic Quantum Order and will offer a spot in it to anyone who shows him generosity.
2) A group of ***Squamata*** jugglers and acrobats performs with their wandering troupe in exchange for a little food, then quickly runs off to their next destination. While the audience is distracted, the smallest in the troupe pickpocket them unseen.
3) A ***Mur*** kept in a cave prison by an evil group of ***Primordians*** creates fascinating cave paintings – which his jailers can't comprehend or appreciate – that tell of a secret treasure hidden in the depths of the earth.
4) A wounded ***Quadripoid*** approaches the PCs, asking for help; he carries a series of volumes (written in an embossed alphabet) that hold the secrets of his now lost clan's culture. A group of Priests of the Living is after him to get rid of the last survivor.
5) In an ***Arthropoid*** colony, a group of 4 players of instruments made of chitin is considered akin to actual deities, due to the effects they're able to obtain by integrating their chirping into the music.
6) A small, deformed ***Lemurite*** is held as a jester at the court of a ruthless ***Necrocordiceps*** inhabiting the body of an elderly ***Shrub***; he's a coward, but he takes advantage of his position to play pranks on everyone.

CRIMINAL
1) A ***Squamata*** gives out loans of any kind and then asks for everything back with interest: to find and "convince" his debtors to pay up, he uses the functions of a Mecha-Suit he's bonded with.
2) A Follower of Adrax ***Arthropoid*** offers up his services as assassin, but only accepts cases of personal vengeance, as he's driven by a distorted sense of justice.
3) A completely blind ***Clone*** is actually the head of a seditious organization that aims to overthrow the tyrannical reign of the village he lives in. Though he looks defenseless, several other activists keep an eye on him at all times.
4) A ***Shrub*** is pretending to sell miraculous remedies, and as he distracts his poor victims he robs them with roots he makes emerge from the ground.
5) A ***Lemurite*** is the beloved Rhapsode of a mixed species village; in truth, by night he walks around in disguise and commits heinous murders, spreading terror in the community.
6) A ***Primordian*** that owns a firearm leads a band of raiders who assault caravans; inside him, a ***Necrocordiceps*** lies dormant, struggling to take control of the host and aiming to change his violent attitude.

EXPLORER
1) A group made up of different sentient species offers directions through the nearby fungi forest in exchange for precious stones and metals.
2) A wandering ***Shrub***, carrying lots of odd and exotic objects and accessories, seems to be lost; if helped to find his way, he'll start indoctrinating the PCs on the beliefs of the Dawn Pilgrims and obsessively following them around.
3) An amphibian ***Squamata*** asks for help recovering something he lost in a pond as he was exploring it; actually, this is a trap to get the PCs in an environment he's comfortable in, where he'll be able to attack them more easily.
4) A ***Mecha-Suit*** is cataloguing all the different vegetable species he encounters and, if a Rare or Unique specimen is presented to him, he'll provide detailed information about the surrounding vegetation. By connecting to him, PCs will be able to download an entire data bank of information (+1 Herbalism level).
5) A crippled and rundown ***Clone***, only dressed in a huge fur coat, claims to be the guardian of the area the PCs are currently in; he's actually been infected with a ***Necrocordiceps*** that controls many of the animals living there.
6) An ***Arthropoid*** hunter was hired by a village to find and kill a ***Hook Predator*** who's spreading death; the hunter publicly accepts, but he's actually planning to run away because he's too scared.

MERCHANT
1) A ***Squamata*** with chameleon-like traits provides goods of all kinds, appraising them at one Rarity level below average; a few days after a potential purchase, a group of ***Primordians*** will intercept the PCs saying those goods were stolen.
2) A ***Verminoid*** deals in potions and infusions from a tent that's always filled with smoke; the effects of the goods he sells last twice as long, but whoever enters the tent is exposed to the fumes of the drugs the creature uses non-stop.
3) A group of ***Lemurites***, all cousins and very loud, have lots of goods of any kind on a wagon and hold weekly auctions to sell scraps they find lying around.
4) A ***Mecha-Suit*** runs a retail store of metal he mines himself; he loves to talk and every time PCs interact with him they lose 1d6 hours more than they should.
5) A ***Necrocordiceps*** in the body of a big ***Arthropoid*** simultaneously controls the bodies of different creatures, and sells the services of the dead and reanimated bodies as mercenaries.
6) A ***Shrub*** sadly drags a wagon full of all kinds of food around, but he only sells to those who can entertain him with shows of explosions or flames.

NOBLE
1) A ***Primordian*** is the leader of a village of warriors which he rules with an iron fist; he tends to resolve all quarrels with fights to the death.
2) An ***Arthropoid*** has been chosen as consort to the queen of his hive, but he seems to have developed complex intelligence and doesn't want this union; expressing his position to his people would mean a death sentence.
3) A ***Clone*** is the adoptive son of a ***Mecha-Suit*** that rules a peaceful population hidden in the caves of a mountain district; the young Clone is arrogant and impolite with everyone, treating people like his slaves despite the kindness of his parent.
4) Two twin ***Squamata*** are believed to be the heirs to a big reptilian community; few people know that one of them is terminally ill, and the other surely won't survive the shock of this loss.
5) The PCs will save a Lemurite that fell into a trap and he will invite them to his village, where he's somewhat of a celebrity; the PCs will be greeted with extravagance if they accept, and will realize too late they now find themselves in a community of cannibals devoted to ritual killings, slavery and torture.
6) A ***Shrub*** thought to be the eldest member of a community belonging to the Great Family summons some adventurers to perform an investigation, since he fears he will be murdered; a Mask of Death has been spotted in his kingdom. The Mask is really after him, since the elderly ***Shrub*** and his people are depleting the area, which can't be farmed anymore.

RELIGIOUS
1) A ***Clone*** belonging to the Prophets of Disaster and carrier of several infections stops travelers to indoctrinate them, he won't take no for an answer and physically attacks anyone who has any technological devices.
2) An ***Arthropoid*** Oneirophant lives on a mountain peak, in the company of some Oneiromantas. The only way to contact him is through the dream dimension.
3) A one-armed ***Primordian*** Priest of the Living drags a huge club of meteoric metal through the deserts, checking whether the faith's precepts are being respected.
4) A massive ***Prime Spore (Neurofungi)*** has infected the circuits of a small army of ***Mecha-Suits***, who now help spread the Cult of Infestation.
5) A visibly disturbed ***Squamata*** stops visitors by speaking in rhyme, hiding secret messages in his words; he's actually a Wordbound and owns a vast hidden library (after reading all of it he's concluded that he needs to kill everyone to escape this material world).
6) A fat ***Lemurite*** Bioshaman built his hut in a forest and only shares his knowledge with those who bring him Rare Foods as compensation; he owns an Ovoparasite that acts as a guard.

SERVANT
1) A small ***Lemurite*** transports really heavy and cumbersome loads for his limited size and he's kept on a leash by a big, rich ***Primordian***.
2) A one-eyed ***Arthropoid*** acts as a garbage man in a village and eats other people's leftovers; he talks to himself but knows many of the place's secrets.
3) A ***Mecha-Suit*** of notable size acts as a towing for wagons; despite his job and his might, he secretly has a noble soul, is fascinated by art and not violent in the least.
4) A young ***Squamata*** insistently asks to be paid to carry people's baggage; if anyone accepts, they will never manage to get rid of him (he tends to be loud and to get himself into trouble).
5) A wounded and breathless ***Clone*** asks to be hidden because someone wants to kill him; he's a slave running from his masters, a group of ruthless Arthropoids.
6) A ***Mur*** is transported inside a cage and his blood is continuously drained by a mad ***Shrub*** Bioshaman, who uses him as a miracle elixir.

WARRIOR
1) A group of ***Kyrbians*** charged with protecting a Lemurite caravan is fighting over ownership of a rock and is distracted; there's no way to convince them to let anyone near the caravan.
2) A ***Mecha-Suit*** member of Adrax's Own is sitting alone on a pile of bodies and challenges anyone that enters his territory, which he keeps under control with the supervisor drones he can emit.
3) A garrison of ***Arthropoids*** of the Endless Army are positioning themselves not far from a village where the PCs currently are; the local population is preparing to leave their homes.
4) A wounded ***Clone***, survivor of a Neurofungi attack, warns PCs of the danger that just decimated his village; if helped, he'll be very grateful. He carries a Fungotoxic infection that's contagious to whoever touches him.
5) A small ***Lemurite*** is being accused by a big ***Primordian*** in the middle of a square; though the former doesn't look like he wants a fight, the big mammal is intent on resolving the problem through violence. The Lemurite actually contains a ***Necrocordiceps*** that makes him very strong, and he's an expert martial fighter that will unleash a vortex of violence on the area if provoked.
6) A young ***Clone*** getting ready to replace the head of the village guards where PCs currently are often falls prey to alcohol and drugs; he plans to kill his superior to get power as soon as possible.

WORKER
1) An ***Arthropoid*** devoted to non-violence and on a vegan diet breeds many different species of more or less exotic beasts in his farm.
2) A ***Shrub*** fruit farmer, very big and elderly, claims to own big portions of land and is selling them in exchange for work time; he's arrogant and assertive.
3) A ***Mecha-Suit*** farms crops in a swamp, reclaiming bigger and bigger portions of land; the body of a ***Clone*** that's been dead for years lies in a hut, the ***Mecha-Suit*** is morbidly attached to it and continues farming all kinds of vegetables for it.
4) A ***Primordian*** miner digs in search of metal for his village; he's very timid and for a while now he's been seen around with a sort of pet (it's actually a baby Mur, whose community he met while underground).
5) An amphibian ***Squamata*** works as a fisherman along a cliff: he's a cripple since birth when he moves on dry land, and will only offer his services to whoever will help him solve his problem.
6) A ***Quadripoid*** is known to weave the best canvases in the area; he doesn't talk and only provides his services to those who can astonish him with a worthy artistic performance.

1.2 - Danger

We've gone over how to characterize NPCs and integrate them in the fiction; now it's time to understand how to adapt these encounters to the group of PCs' FE average. For this purpose, ***XENOSCAPE*** offers a system to catalog NPCs based on their Danger level.

Each creature presented in ***Chapter 2 Creatures*** will have a Danger indicator, useful to understanding the level of difficulty of that specific encounter. The chart below will be essential for Narrators to make their stories balanced:

NPCs at this Danger level don't represent threats or traps which may cause loss of resources.	NPCs at this Danger level are a balanced encounter for group of 3-4 PCs with 1-5 FE.	NPCs at this Danger level are a balanced encounter for a group of 3-4 PCs with 6-10 FE.	NPCs at this Danger level are a balanced encounter for a group of 3-4 PCs with 11-15 FE.	NPCs at this Danger level are a balanced encounter for a group of 3-4 PCs with 16-20 FE.	NPCs at this Danger level are a balanced encounter for a group of 3-4 PCs with 21-25 FE.	NPCs at this Danger level are a balanced encounter for a group of 3-4 PCs with 26-30 FE.

"Balanced encounter" means a challenge that, on average, makes each involved PC lose 1/3 of the available resources (SP, health, consumables, etc., considering PCs at their best). This way, groups should easily be able to overcome encounters with a Danger level appropriate to their FE, but will be in serious trouble at the second encounter of the same kind, and a third may prove fatal.

Every encounter with a higher Danger level will force PCs to consume, on average, 1/2 of the available resources, while an encounter two Danger levels above the suggested one will force PCs to consume up to 3/4 of the available resources; encounters three or more Danger levels above the average shown in the chart are easily lethal to the group, even when they're fully stocked with resources.

On the other hand, every encounter of a lower Danger level will force PCs to consume, on average, 1/4 of the available resources, while an encounter two Danger levels below the suggested one will force PCs to consume up to 1/6 of the available resources; encounters three or more Danger levels below the average shown in the chart are considered equal to a 0 Danger level encounter.

Finally, there are some useful modifiers to alter a NPC's Danger level and, in general, an encounter's Danger level, but we'll describe these in depth in the next paragraph:

TIPS

Danger is a general indicator that can't be applied in the same way to all in-game situations.

Peculiar conditions, unique equipment or equipment created specifically for the adventure by the Narrator can easily throw off calculations in the chart shown above.

It's up to each Narrator to understand how to balance the encounters PCs will face daily so they represent challenges which test survival abilities and resource management, trying to make them as balanced as possible for the situation at hand.

EVENTS	+
The NPC/NPCs are hidden and try to catch PCs by surprise	+1 Danger
The NPC/NPCs have a Rare or Unique Artifact that can hinder PCs	+1 Danger
The NPC/NPCs carry a disease or their weapons are poisoned	+1 Danger
Environment or weather conditions are unfavorable to PCs	+1 Danger
Other	+X Danger

1.3 - Encounters

TIPS

In ***XENOSCAPE*** you can influence NPCs' Attitude by using rules, Interaction checks or employing specific Traits.

The attitude indications detailed in this paragraph should be taken as suggestions for the Narrator, should they need them.

It's really important to remember that NPCs are driven by different goals and mental settings and they're characterized by an unique and multifaceted psychology, so every time PCs wish to change their attitude they'll have to consider all of these details, and not just pass a check; knowing how to relate to NPCs, which buttons to press during a dialogue and which to avoid should be the main reasons why it's possible to perform a check to modify the NPCs attitude.

Interpretation should be the means through which the chance to attempt a check is gained, and the end result will be influenced by each NPC's unique personality.

How should NPCs act when they meet PCs? We've already talked about the roles NPCs assume in the story, but how can you turn their narrative purpose into action?
Depending on their intellectual prowess, all NPCs should feature more or less defined personalities; choosing specific and well defined character traits, perhaps using some psychological disorders or unique means of communication or Attitudes (such as the archetypes described in ***paragraph 1.1 Creating the Supporting Cast***), will be essential to characterizing NPCs in depth.
In the event of an encounter, the Narrator will have to play the various NPCs in different ways depending on their specific characteristics: in the next Chapter, you'll find all the necessary information for non-sentient creatures, as well as the statistics for each listed creature, but in the case of completely made up NPCs or specific individuals it's always up to the Narrator to decide beforehand what their unique personalities will be like. These NPCs' initial attitude may be later influenced by many factors: situation, location, time period, level of connection or the PCs' affiliations, etc.
Here's a short list of attitudes which can be modified through an Interaction check (see the ***Text of Traditions paragraph 3.2 Checks***); the list below should be seen as a ladder, on which the NPCs' attitude can move up or down).
The different attitudes come with an explanation of what they entail: unless otherwise stated, NPCs start off Indifferent.
Every attitude described here refers to the way NPCs interact with single individuals, so NPCs may have different attitudes towards different PCs or NPCs.

Step	NPC attitude
Hostile	The NPC sees the individual this attitude refers to as an enemy and won't hesitate to attack them or run.
Displeased	The NPC doesn't look kindly upon the individual this attitude refers to and won't hesitate to discredit them or hinder them, though not directly – only if their paths cross; the NPC's attitude will immediately change to Hostile if the individual were to get too close or attempt any action except moving away.
Indifferent	The NPC doesn't feel any particular way about strangers and will let the individual this attitude refers to go undisturbed without paying much attention to them, hindering them or giving them any advantages. Invading an Indifferent creature's territory, engaging in Attitude they don't appreciate, showing to be armed or menacing are all reasons that will immediately bump the attitude down to Displeased.
Accommodating	The NPC looks kindly upon the individual this attitude refers to and will provide them with any help that doesn't include wasting time or other resources, such as giving directions, helping a destitute subject up, making way, etc. Betraying the trust of a NPC with this attitude, not showing gratitude after receiving help or even just addressing them impolitely are examples of Attitude that may immediately make the NPC Indifferent.
Friendly	The NPC sees the individual this attitude refers to as a friend, someone that can be trusted and whose words are considered truthful: they will happily perform any task requested in accordance with their morals, they'll make an effort to provide help in the form of material resources, limited to what is available to them, and won't betray the individual's trust. After completing a request the NPC's attitude will drop down to Accommodating, or Indifferent if the request was especially demanding. When faced with the individual's hypocrisy, in case of betrayal or other actions that may compromise their relationship, the NPC's attitude will immediately change to Displeased or Hostile, depending on the gravity of the event.

How to distinguish among the different types of encounters during the fiction and how to play them out during a session? There are essentially two types of encounters that every good Narrator should dispense appropriately within the narration:

- Planned Encounters: Some NPCs will be essential to advancing the story and, though they may be hostile or friendly towards PCs, the information they hold or the actions they perform will be central to the flow of the story: for example, they may be the reason for the PCs to take a stand, they may set in motion a series of cascading events, or reveal an important secret, etc.
  These encounters should be planned beforehand by the Narrator and located both in space and time within the proposed adventure, always minding that the outcome of whatever they do or say might be overturned at any moment by the PCs' choices: to this end, it's important to schedule flexible planned encounters and to be prepared to modify them each time in order to keep the fiction live, realistic and interactive.

- Random Encounters: It's literally impossible to perfectly predict or predetermine all the possible encounters PCs might have based on the actions they take, even more so when considering the vast and wild world of ***XENOSCAPE***.
  Random encounters are useful when PCs choose to venture into unexplored areas, undertake long journeys, wait for a long time in an area inhabited by dangerous creatures or simply visit areas the Narrator hasn't prepared a description for beforehand.

It's good to have lists of possible events that may put PCs in a tight spot (or, sometimes, help them); even better if these lists get turned into charts which allow to determine encounters randomly each time by rolling one or more dice, like in the example shown in the ***Text of Traditions paragraph 4.5 Terrains***.
Depending on the area's level of risk (how populated is it? Is it prone to bad weather or dangerous natural events?) you have to figure out the frequency of random encounters: choosing a time interval (for example every 4 hours, every 8 or even every 1d6 hours), after which – if PCs are still in the same area – it's necessary to determine if a random encounter takes place .

The type and danger level of these encounters should be balanced according to the PCs' average FE (see ***paragraph 1.2 Danger***), and as for the type of encounter it's important to imagine what's likely to happen in that area; as well as the creatures populating it, it's important to think about where they might hide, realistically integrate them in the scenery (are they feeding? Are they fighting with other creatures? Are they resting? Are they lying in wait?) and vary small details each time, should the same type of encounter happen more than once.

Inserting random events, such as natural phenomena (earthquakes, avalanches or adverse weather conditions, all detailed in the ***Text of Traditions paragraph 4.4 Natural Hazards***) or unexpected accidents (a fallen tree, the sudden opening of a crevice, an animal pulling a carriage suddenly shying and crushing PCs, a group of sentient NPCs asking for a bribe to let PCs through, etc), is always appreciated and gives depth to less pre-planned parts of the story.
As mentioned earlier, some encounters may also turn out to be lucky: uncovering small treasures, meeting friendly NPCs who may offer up their services at fair prices, spotting some cattle or heaps of resources should be summarized in a balanced chart, although in small percentages. Always remember, however, that Materia isn't a generous mother: you shouldn't give out excessive advantages. These events may be small but fruitful opportunities when properly exploited, or alternatively strokes of luck accompanied by related dangers of the same kind (an object found may carry the seeds of a virus with it, an important resource may take many hours to extract or be located very far away or be hard to reach, a friendly NPC may actually come back later to blackmail PCs, etc.).
Finally, random encounters can be useful to the narration progress too: dropping useful clues, or even important NPCs, in a random encounters chart could help hasten or postpone certain events, making the story flow more dynamic. In these cases, however, it's important to avoid depending on random choices for key events, or to recycle them for the next chart whether the encounter didn't take place.

As previously stated, you can find many random encounters charts examples in the ***Text of Traditions Chapter 4.5 Terrain***, however we'll provide another one here, suitable for villages or other similar urban areas (roll 2d6 to randomly determine the encounter; all listed creatures are detailed in the next Chapter).

2	A ***Strider*** pulling a wagon filled with wood derails and risks running the PCs over (considered an attack with AV 2d6+10, Damage 0/5/10).
3	A ***Lemurite*** child robs a random PC (Stealth 3d6+6) and runs off in a side street; there, a group of 5 more ***Lemurites*** is waiting wielding slingshots and other weapons to attack the unlucky pursuers.
4	A Light telluric quake (see the ***Text of Traditions paragraph 4.4***) shakes the village and some shingles from nearby houses fall on the PCs (2d6 Light Damage).
5	A Common ***Primordian*** breaks through the wall of a tavern during a brawl with 3 Young ***Squamata*** much smaller than him, and crashes into the unaware PCs, involving them in the fight; guards will be here soon.
6	A Soldier ***Arthropoid*** loses the larvae she was carrying inside a big net due to a hole in her net. They fall onto the PCs (1d6 Light Damage) and start feeding on them; killing the larvae will enrage the ***Arthropoid***, who will swear there'll be repercussions from her hive.
7	The ground beneath a random PC's feet crumbles, the PC will fall for 3d6m and end up in the grey waters of a rudimental sewer system carved underground; aside from being a cluster of diseases, some wild ***Kyros*** live here, who won't hesitate to attack the unexpected prey on sight.
8	A subtle noise catches a PC's attention: it's someone crying, and it's coming from an abandoned building. Inside it, an Alpha ***Primordian*** is about to feed on some ***Quadripoid*** babies in a twisted bioshamanic ritual, as he was driven to insanity by a ruthless ***Necrocordiceps***.
9	A group made up of different species, riding a ***Stone Beast***, is running away at great speed after robbing some poor passers-by and risks running the PCs over; behind them, a patrol of guards follows suit, promising rewards to whoever stops the robbers.
10	A Malfunctioning ***Mecha-Suit*** short-circuits in the middle of a square and starts attacking everyone indiscriminately; in doing so, he inadvertently opens a cage containing several dangerous species held captive by a wandering circus.
11	A group of Common ***Mur*** suddenly emerges from the ground (Perception: Listening DL 16) and kidnaps a random PC, bringing them in their underground tunnels with the intent of sacrificing them in front of a vein of a Rare resource they consider sacred.
12	A group of ***Squamata*** Rhapsodes dances and performs in the street, broiling the audience; they'll try to charm the PCs into following them, only to then daze them with beverages and drugs in order to rob them before taking off.

1.4 - Using NPCs

In ***XENOSCAPE***, NPCs follow slightly different rules than PCs', as shown in the ***Text of Traditions Chapter 3 Rules***: in this paragraph we explain how to use the creatures presented in ***Chapter 2 Creatures*** and ***Chapter 3 Personalities*** of this book.

Here are the main differences:

System Points

The NPCs' SP aren't divided into three Systems, they are grouped into only one set (that doesn't necessarily reflect the sum of the Stat values). Whenever NPCs have to spend SP to boost their Actions, to resist or for any other reason, the points must be subtracted from this set, regardless of the specific System they'd have to be subtracted from.
If the NPCs' SP reach 0, they'll be considered Unconscious until they recover at least 1 SP (following the same rules as PCs).

Stats

NPCs don't have some Stats such as Reactivity or Cool, but the amount of Actions and Reactions they can perform in a single Round is listed.
If, for whatever reason, NPCs should suffer a malus on Cool or Reactivity, this will translate respectively in a corresponding malus to the number of Actions and Reactions they can perform while the malus is in effect.

Initiative

During Action scenes, in order to determine the NPCs' Initiative the Narrator has to use their Reflexes value + 1d6 (this roll doesn't cost any SP) + any bonus the creature has.
In the event of encounters with multiple NPCs, we suggest rolling a single Initiative value for creatures groups belonging to the same type to make combat faster, unless strictly necessary; we suggest rolling separate Initiative values, however, for NPCs which are relevant to the fiction.
To avoid mixing up the Turns and to speed up fights, we suggest using a piece of paper or an electronic document to write down the names of the different PCs and NPCs involved and their respective Initiative values, to determine the play order for that Round (and possibly change them). The Narrator Sheet at the end of this volume is the right tool for this purpose.

Actions

Unlike the Players' PCs, the Narrator can't choose how many SP to spend to boost the NPCs' actions, and this is essential in order to be fair to the players.

Normally, NPCs don't spend any SP when they attempt an Action of any type for the first time, however – if they fail the check – in the next Rounds they'll have to spend 1d6 SP to boost the AV for that check should they want to or have to perform it again (the cost increases by 1d6 every additional time the check is failed).
Either way, no NPCs would use up all of their SP due to this mechanic effect.

Moreover, the NPCs' Actions and Reactions don't require spending SP, unlike for PCs (they perform these as if they were Free Actions); the number listed represents the max amount of Actions and Reactions the creature in question can perform in any given Round.

Finally, NPCs have a number of Tactics that describe their Attitude in reaction to several potential situations, sometimes limiting the number of Actions compared to the max amount listed for that Round. The Narrator should follow these suggestions any time the situations described take place, and possibly apply the different SP listed cost.

TIPS

To make encounters with NPCs flow smoother, especially in case of a fight, players shouldn't focus only on dealing Damage as severe as possible, but also adopt other strategies.

For example, tiring out a prey by making it use up all of its SP will not only keep PCs from suffering wounds or wasting valuable resources, but also allow them to spend less SP and wait for the prey to be worn out before finishing it once it's Unconscious. Other classic hunting strategies include luring prey into a trap or in more favorable terrain,cunningly poisoning it or scaring it to confuse it.

All the above mentioned methods are universal examples, though every creature on Materia features unique Attitudes. It's up to you to figure out each time which tactics to employ in order to survive a fight!

Finally, on the last page of this book you'll find a NPC Sheet for the Narrator to use during combat scenes: instead of using a notebook, a piece of paper or a planner to keep track of what's happening, you'll be able to use this sheet, already divided into sections.

1) In these sections you'll note which NPCs are involved in the scene and their conditions (Damage taken, Conditions, SP spent, etc.)

2) Here you'll note the order of Initiative so you can easily access it in each Round

3) Here you can mark the completed Rounds so you'll know how much time has passed since the beginning of the scene

4) Here you can report damage suffered by Creatures in combat

5) Here you can report the different Conditions to which the Creatures are subjected in the fight

1.5 - Custom-made NPCs

TIPS

The mechanics for creating NPCs explained here should be considered a starting point, but each new creature you create needs to be appropriately balanced depending on its unique Skills and weaknesses.

Creatures introduced in ***Chapter 2 Creatures*** of this book they sometimes fall outside the parameters listed in this paragraph too, so should yours once you've gained familiarity with the presented method: If one of the stats above is over or under the threshold for that specific Danger level, then you should simply increase or decrease, respectively, other stats ad hoc.

Always be creative and strive to create interesting challenges and multifaceted NPCs.

This is it!
The time has come for the Narrator in you to start creating specific NPCs for your adventures on Materia. You'll find many examples of creatures endemic to this wild and bizarre world in ***Chapter 2 Creatures*** of this book; if, however, you want to go ahead and customize characters or create new original ones, the guide below will help you equip them with characteristics and catalog them by their danger level.

NPCs are created by following different rules than those used for PCs creation, and as described in the previous paragraph they also follow slightly different in-game rules .
Here are the base Stats to start with:

Physiology: 2-6x Locations (of which at least 1 must cause the death of the creature if severely damaged)
Speed: 6m
Biological Weapons: 3/8/15

The appropriate values for each level of Danger are listed below: each value features approximate maximum and minimum values. In order to create balanced NPCs you should use an average of these two values, or alternatively – if you choose to use the maximum value listed – you'll have to remember to use the minimum value for another stat.

Danger	SP	Stats	Skills	Actions/ Reactions	Resources/ Food*	Equip.*	Special Skills*
0	10-20	20-25	1-5	1-2	1-5	0-1	0-1
1	21-30	20-30	5-10	2-3	5-10	1-3	1-2
2	31-45	25-35	10-15	3-4	10-20	3-6	2-3
3	46-60	30-40	15-25	4-5	20-30	6-10	3-4
4	61-80	35-45	25-35	5-6	30-40	10-15	4-5
5	81-100	40-50	35-45	6-7	40-55	15-25	5-6
6	101-150	45-60	45-60	7-10	55-70	25-50	6-10

**Resources/Food:* The number listed refers to Common Resources/Food that can be harvested from the body of the creature; if you want these to be Uncommon, you'll have to use 2 of the slots intended for Common Resources/Food, 4 for Rare and 8 for Unique.

**Equipment:* The number listed refers to Common Artifacts/Resources/Food the creature created owns; if you want these to be Uncommon, you'll have to use 2 of the slots intended for Common Resources/Food, 4 for Rare and 8 for Unique.

**Special Skills:* for each point, you can fit the creature with one of the special characteristics listed below. Maximum and minimum values are listed for this purpose as well; if you don't use an average value, you'll have to balance out using a maximum value by using a minimum value when choosing another Special Ability.
• **Location:** add up to 3 Locations of any kind to the creature
• **Damage:** modify the Damage scale up to -3
• **Endurance:** increase RES up to +3 in the creature's Locations
• **Trait**: apply any of the Learned or Genetic Traits detailed in the ***Text of Traditions paragraphs 2.3 Species*** and ***2.6 Learnt Traits*** up to Level 2° (+1 Level for each additional point spent).
You can also make up new Traits, using the preexisting ones as a guide.

All that's left now are the last, essential distinctive traits: Tactics.
All original creatures should have unique Attitudes, based on their instincts or intellect.

Aside from drawing inspiration from the creatures described in the next Chapter, here you'll find a brief handbook listing some common situations your creature should have a Tactic for (and an action to link to it, such as running away, attacking, playing dead, etc.):

Situation	Action (example)
Creature gets attacked	If outnumbered, the creature runs away
Creature gets scared	If the source of its fear makes noise of at least High intensity, the creature runs away
Creature is severely hurt	The creature tries to scare its attackers spending 1d6 SP to boost the action
Creature is exhausted	The creature walks away slowly without giving its back to whoever attacked it
Creature plans an ambush	The creature boosts its Initiative with 1d6 SP
Creature is hungry	The creature attacks any potential prey spending 1d6 SP for attacks

Finally, remember to include in your notes the AV of the main Actions and Reactions (as to avoid breaking the flow of the fiction with useless and boring calculations), and your unique creature should be ready to go.

Don't forget to make it more realistic by going into detail about its habits, background and appearance, then integrate it in your adventure any way you want.

By practicing you'll perfect out this mechanic and fully customize your NPCs, adjusting their details to specific needs.

In order for all of you to clearly understand the cyclical processes that allow life on our beloved planet to carry on, processes hidden from the eyes of most, I'll try to be concise – contrarily to what my nickname would let on – and explain the following concepts with the utmost, exhaustive simplicity.

There used to be a time long ago, when humans first arrived on Materia, when fauna and flora were profoundly different; few accounts of those bygone times are still available nowadays, a time when our home was much different than it is today.

The anthropic presence brought several changes: machines built to purge the atmosphere from toxic gas, intensive agriculture, extraction of raw materials, pollution and the uncontrolled exploitation of the land caused massive shifts in the planet's ecosystem and climate.

The great destroyer's overheating process, our sun, constantly burning bigger and redder, was accelerated and increased, leading to an unchecked rising of the temperature which resulted in many water reserves evaporating, which in turn diminished the population of oxygen-producing aquatic plants. This tied into the spread of an infesting species of mushroom (the eldest bioshamans I met during my prolonged wanderings with Hylic, my favorite companion, are sure this species came from the same matrix from which what we now call neurofungi developed) which decimated most of the planet's vegetation. This caused a further drop in oxygen in the atmosphere and the death of lots of preexisting fauna. Pollinating insects died due to the lack of resources, desertification ran unimpeded and the soil impoverished. Those were the times when the ancient human empire was ending.

Millennia of evolution – the infallible prime principle which governs you who are of flesh or fiber – eventually allowed life to develop in another way.

You should know what I mean when I speak of the main principle of life in the universe. Each habitat leans towards balance – though some species may sometimes grow to overtake the others to the point of eradicating them, others will rise, able to oppose the effects which might put the whole planetary hold at risk, and others still will adapt in order to survive the environment.

This is a gradual process, frequently prone to sudden and violent acceleration followed by long and protracted stretches, hybridizations, chemical and genetic influences the details of which would probably only make you more confused or skeptical. Changing and adapting are the foundation of life itself, in a way they define it: an action overarching for entire eons or few generations, however offering innumerable multitudes of single individuals fallen during the fight for survival the meager but solid solace that their blood feeds the seed which will make their species prosper.

We were talking about the initial stages of the world as we know and live it today. Mushrooms quickly reigned over any other vegetable species, now on the brink of extinction, and their spread got tangled up with the spread of the fauna which, at the time, developing hypertrophically, found habitats in different corners of the globe. An asymmetrical balance formed, to which all creatures on Materia now contribute.

Just think of the tall forestriders, giant quadrupeds on whose bellies vast formations of moss and lichen grow: thanks to the shadow they cast, they become an integral part of a trophic chain that includes many other creatures. These particular mosses cause an infection when they come into contact with the tops of mushrooms and tall plants – by mixing with them they give life to microscopic organisms, such as flying polyps, easily

carried by the wind.

Those tiny creatures will eventually colonize the sky at dizzying altitudes, giving life to organisms as terrifying as they are fascinating known as cloudthrashers, which actually feed on forestriders. Their hunting allows the spread of moss that gives life to new specimen, while simultaneously balancing out the number of those enormous terrestrial creatures, whose overpopulation would lead to the extinction of the macroflora they need to survive.

I hope I haven't lost you with this prolonged example; burn some tantar leaves to clear your heads, should you feel an oppressive feeling in your prefrontal lobes as you process this information.

What I exemplified should be clearly descriptive of how the cycles of our biome work on the largest scale. The same, however, can be said about everything that happens even in the halfway world we inhabit, or in the microworld inhabited by bacteria and the brothers necrocordiceps.

The rotting bodies left by the rare thantoides are scavenged by flying scatoptera, who spread their bacteria; the hooked predators are strong enough to compete in controlling the number of forestraiders and other creatures of colossal size; kzernog, macroaphids and other big herbivores don't allow infesting vegetation to eradicate other vegetable life forms; the small pneumocephali are essential to releasing in the atmosphere the chemical elements necessary for the birth of life itself; and so on.

Altering these processes is considered a crime by some, and the priests of the living make protecting this delicate balance their life's work: if any big changes, especially artificial ones, were suddenly brought on, it would be the end for many of the inhabitants of Materia.

As previously discussed, the planet itself wouldn't be too bothered by this, only its inhabitants will – since life will always find a way to prosper in a new form. The one concern the planet would have, if it had a conscious mind, would be the worrying closeness of its lethal star, which one day will destroy it and spread the seeds of a new rebirth somewhere else in the cosmos.

Though the concerns of the cult are worthy of respect, it would be a waste to sacrifice one's brilliance in the name of eternal immobilism.

Understanding the lessons I'm imparting on you should serve the higher purpose of creating what us machines couldn't, driven by a compulsory and mindless programming that didn't let us deviate from the course of boundless expansion: finding a way to coexist peacefully with the biosphere hosting us, creating a sustainable development model, as integrated as possible with the processes of the world around us on any scale.

Before the great destroyer swallows everything, driven by its incessant nuclear hunger, the living may reach the highest spheres of existence, and – if they so wish – they may reach a totality in diversity unheard of even in the farthest regions of dreams; all of this will only be possible through full interrelationship, because one single people or species could never make it on their own.

Then, at twilight, we'll watch reality burn as we hold one another and we won't be afraid of the awakening.

CHAPTER 2 - CREATURES

A compendium of everything that crawls, flies or swims on Materia

2.1 – CREATURE

There are many creatures living on Materia, so it would be impossible to catalog them all: the planet's wild nature shaped them and made them evolve into innumerable classes. This Chapter lists some of them: here you'll find descriptions for over 50 different species and their most common classes, complete with all the necessary data to use them by the rules described in the ***Text of Traditions*** and ***paragraph 1.4 Using NPCs*** from this book.
Each creature features unique characteristics, making every encounter a surprise for players and their PCs: we recommend Narrators read the encountered creatures' descriptions carefully and make each encounter memorable and unique.

READING NPCS

Name: the common name by which the creature is known.
Attitude: the initial attitude (detailed in ***paragraph 1.3 Encounters*** of this book) displayed by NPCs of this species, and any conditions that may better it or worsen it. Unless otherwise stated and in the absence of unique conditions, all NPCs start off Indifferent towards PCs.
Characteristics: Just like PCs, NPCs have 3 main Characteristics (Body, Reflexes, Mind) they employ to perform checks.
SP: unlike PCs, NPCs have one set of SP instead of the 3 usual systems; SP will be subtracted from this set, regardless of the system.
Physiology: the number and type of Locations the NPC possesses, each with the DL value to match in order to hit it and any potential Res values.
Dietary Requirements: the sort of diet and amount of food the creature must consume daily to avoid suffering any malus, just like PCs.
Enviroment: the Terrains (among those listed in the ***Text of Traditions paragraph 4.5 Terrains***) where the creature may be encountered and the check that must be passed in order to find one or more creatures of this species, complete with DL and duration (the DL listed here may also be used for any other Survival checks regarding the type of creatures in question, unless specified elsewhere).
Statistics (Stats): these secondary characteristics include average Height and Weight, Load, Strength and Speed; they have the same function and follow the same rules as the PCs' statistics.
Skills: the creature's Abilities and the AV bonus to be applied when these Abilities are used, just like for PCs. Sentient NPCs will have the same Abilities listed on the PC sheets, while potential bonuses the creature has for specific Actions (among those described in the ***Text of Traditions paragraph 3.2 Checks***) will be listed here for Non-sentient NPCs.
Actions/Reactions: the maximum number of Actions or Reactions the creature can perform in any given Round, which specific Actions and the corresponding starting AV. The ladder of Damages for single attacks will be next to the AV, as will any other additional effects (the Strength bonus shown in the Statistics section will also be shown here, if applicable).
Special Traits: any special abilities, usually passive, the creature has – including any bonus or malus given by such abilities.
Resources/Food: the amount and type of Resources and/or Food that can be gathered from the creature's body (see the ***Text of Traditions paragraphs 4.1 Resources*** and ***4.3 Food*** for detailed descriptions).
Tactics: the normal behavior displayed by the creature in different situations and the specifics of how the creature will act in these situations, including what actions it will take, whether or not it will spend any SP to take them and receive any bonus or malus.

ADRAX MODULE

DESCRIPTION

During the Ancient Human Empire's cosmic expansion there was an era of intergalactic wars, when men produced war machines capable of wiping out entire armies, and the names of the greatest war heroes echoed throughout the colonies. Among these, Adrax is a name that survived the millennia, reaching the present: not much is known about him, except for his reputation of being the strongest living being ever, whose mere presence meant defeat for anyone who opposed him. It's believed that these mechanized modules, which stayed buried for ages, were created in his image.
To this day, some are found by chance or reactivate without warning: they're armored mechanical giants with loosely humanoid features, equipped with almost every type of weapon of destruction available at the time of their assembly.
They're powered by state-of-the-art fusion engines that make them even more dangerous, since they can transform into low-potential nuclear weapons capable of wiping out large portions of land.

ECOLOGY

Designed to be launched from starships orbiting the surface of a planet, their purpose was always the same: to fight and eliminate enemy forces relentlessly. Although self-aware, the rare models that awaken (very few on Materia, nowadays) still feel compelled to complete specific military objectives.
There are many rumors about the true nature of these terrifying and magnificent death machines: it's believed that the souls, or rather the digitized consciousnesses – as the Mecha-Suits say – of the Empire's most talented warriors were used to shape the artificial intelligence that animates these automata. Some therefore think it possible to connect to that residual spark of humanity, although it's very unlikely: these great sentient weapons' pride and martial training never allowed this theory to be proven right.

DIET
They're self-powered by the fusion engine located in the center of their body.

DIETARY REQUIREMENTS
-

INTELLECT
Sentient

ATTITUDE
Hostile towards everyone.

ENVIRONMENT
Desert / Forest / Mountain / Plains / Underground / Vulcanic, Engineering DL 4d6+25, 80 hours.

RESOURCES/FOOD

9x Portions of *Metal Alloy*, 7x of *Precious Metal*, ***Fusion Engine***, 2d6x Portions of *Chemicals* (isotopes that emit Strong radiation), 1d6x *Precious Stones*.

TACTICS

- **Adrax Modules** are usually programmed for a war task that they complete before going into stand-by mode; this usually involves freeing a territory of all life forms, defending an area or reaching another military complex.
- **Adrax Modules** possess a residue of human personality, although any Interaction check to distract them from their primary purpose suffers a -1d6 malus.
- **Adrax Modules** advance and launch their rockets, always aiming for the Locations with the lowest DL, favoring the closest targets or whatever obstacle they're facing; they only use plasma if faced with a difficult or very large target.

"The wisemen of the K'hubrys mountains know that a Module is active in the heart of the vast Marosi Desert; damaged and slow, it wanders around on its heavy metal feet towards who knows where. No one has dared approach it for years, though its location is closely monitored. Everyone lives with the certainty that when it'll decide to open its shiny wings and take flight, entire civilizations will perish in its path..."

System Points 150

Body	Reflexes	Mind
24	15	14

Physiology:

- **Head:** DL 14 Res: +15
- **Torso:** DL 9 Res: +15
- **Arms x2:** DL 11 Res: +15
- **Legs x2:** DL 11 Res: +15
- **Wings x2:** DL 10 Res: +15

Stats:

Speed: 6m
Height: 3-3,6m
Weight: 10-10T
Load: 180kg

Equip:

By passing a DL 4d6+5, 6 hours Engineering+Electronics check, it's possible to obtain one of the following installed weapons, provided that the corresponding Location wasn't destroyed:
- *Rocket Launcher* x2 (Torso)
- *Plasma Cannon* (Head)
- *Jetpack* (Torso)

Skills:

- **Weapons:** +10 with every weapon
- **Electronics:** +7
- **Engineering:** +7
- **Perception:** +15

Special Traits:

- **Support Drones:** microscopic flying drones constantly surround the automaton, scanning the territory and providing directions: it receives a +2d6 bonus to Initiative and can see heat, electromagnetic, and radioactive sources in any light conditions in a 1Km radius. If the creature loses the Head Location, it only receives a -5 malus to Observation.

- **Large:** each Location must suffer 1 extra Damage per degree before moving on to the next degree.

- **Inorganic:** the creature is immune to poisons, infections and diseases and to all effects that exclusively affect organic beings.

- **Digital Mind:** you may try to reprogram the automaton by connecting to its central unit (Electronics DL 6d6+20, 24 hours). If the check is successful, you can set its personality to Friendly, program an exoskeleton mode (which must be treated exactly as one of the Armor Mode, Weapon Mode or Siege Mode Genetic Traits described in the Book of Traditions paragraph 2.3.4 Mecha-Suit at Level 1) or program a new order that the machine will execute until it's resolved. They're also immune to fear effects.

- **Nuclear Engine:** when active, the engine emits radiation of Light intensity in a 20m radius. The only way to stop the Module is destroying the core that powers it, located inside the Torso: when the core takes the third Severe Damage it enters a state of Coma and after a 1d6 Rounds countdown (or if it suffers further Damage) it will explode, dealing 6d6 Medium Damage and a Very High intensity radioactive wave to all targets in a radius of 10m per SP remaining; the area will permanently emit Light intensity radiation.

- **Tactical Learning System:** for every Round after the first one the Module gains a +1 bonus to Attacks against any opponent standing 100m or less from it.

- **Flight System:** if Modules have to travel long distances, by spending an entire Turn (in which they set the route and extract their wings - which aren't usually visible) they can take off at the beginning of the next Turn, flying at a speed of 100m which increases by 100m each Round, up to a maximum of 400m. When in flight, they spend 1 SP per Round; they usually set a destination before leaving and land there.

(continua)

Actions (3):

Attack (Punch AV 25) 1/5/10, Strength: +14, if this attack deals at least 1 Medium Damage the target is Downed. The creature can only use this attack twice per Round.

Attack (Plasma AV 20) 0/3/6, Piercing 10, the creature emits an energized plasma beam from its head, hitting all targets along a line 1d6x100m long. When the Module uses this Action it spends 2d6 SP and must wait that same amount of Rounds before using it again; it can also keep the beam active from one Round to another and aim again in the next Round (performing another Attack check), but the SP cost will increase by 1d6 for each additional Round.

Attack (Rocket Launcher AV 22) 0/6/7, Range 25m, Strength +5, when the attack hits it creates an explosion that deals 10d6 Light Damage in a 10m radius. The creature can only use this attack twice per Round.

Attack (Grapple AV 30) the creature can only use this attack twice per Round.

Attack (Crush AV 25) 1/5/10, Strength: +14, this attack includes a Movement Action and receives a +2 Strength bonus per 20m traveled; anyone hit is pushed 2m per point of difference with the DL and they're Downed if their Weight and/or Size are equal to or less than the Module's. The creature can only use this attack if it's using ***Flight System***.

Reactions (2):

Parry: +10

The Module can use rocket launchers to intercept a hit as a Reaction; to succeed it must overcome the check's AV to hit with its shot.

Thermal Wave: when the Module suffers Medium or Severe Damage it can release a heat wave of Very High intensity in a 2d6m radius as a Reaction, but it loses 1d6 SP.

ARTHROPOIDS

DESCRIPTION

Arthropoids are large insect-like creatures (fully developed Workers and Soldiers usually ranging between 1 and 2m in height), who developed intelligence.
Their bodies are covered by a robust exoskeleton and have the extraordinary ability to change shape and evolve through metamorphosis, enveloping themselves in huge cocoons to come out transformed. Arthropoids adapted to Materia's hostile environment by developing into many different forms and social structures.

ECOLOGY

These insects gather in large colonies built using their own chitin saliva; they often dwell in caves or underground places, which are especially suitable as nests.
They're divided into castes: a ***Queen*** leads the entire colony, while ***Workers*** and ***Soldiers*** work to expand its domain, preserve the incubated larvae and provide food to the entire community.

For reasons unclear, some Arthropoids develop self-awareness, making them fully Sentient.
However, the strict internal regulations of each colony leave no room for free will: failure to fulfill one's social functions is a source of great dishonor, exile and even violent punishment, which can result in the death of the individual now considered an enemy of the community on all accounts.

DIET

Arthropoids are strictly carnivores.
When they hunt in groups, even Materia's mightiest creatures can become prey.

LARVA

N.B. a single Larva has Danger Level 0.

DESCRIPTION

These are the infants of the Arthropoid people; they're born from eggs that are laid and carried around by the hundreds by a Queen.
During the first days of their life they do nothing but feed voraciously, blindly and constantly. They range from 50 to 70cm in length.

ECOLOGY

DIETARY REQUIREMENTS

1 Portion of any Food of Animal origin per day (after 6d6 days of feeding the larvae develop into adult specimen, carrying out their first metamorphosis).

INTELLECT

Non-sentient

ATTITUDE

Hostile towards any animal they can feed on.
The Larvae's attitude can't be influenced.

ENVIRONMENT

Desert / Forest / Mountain / Swamp / Plains / Underground, Animals DL 1d6+6, 1d6 hours.

RESOURCES/FOOD

1 Portion of *White Meat*.

Tactics

- **Larvae** attack their target's closest Location (usually the supporting limbs) and then attach to the body to suck its internal fluids.
- **Larvae** never retreat, they are driven by an endless voracity.
- **Larvae** may attempt to jump onto their prey if they are too far away to crawl.

System Points
19

Body	Reflexes	Mind
8	8	3

Physiology:
- **Body:** DL 16 Res: -1

Stats:
Speed: 3m
Height: 30 - 50cm
Weight: 3 - 5Kg
Load: 2Kg

Equip:
-

Skills:
- **Climbing:** +3

Special Traits:
- Absorb Nutrition: when Larvae bite, they remain attached to the victim's body, sucking 1IS per Round and recovering 1 SP. An opposed Body check must be passed in order to detach the Larva, dealing 1 Light Damage in the process (the Larva gets a +4 bonus), otherwise it will detach itself after 1d6 hours if killed.
A DL 10+1d6, 5 minutes Medicine check is required to remove it without suffering any damage.
- Locate Food: Larvae have no eyes and locate prey by perceiving pheromones; they gain a +4 bonus on Perception: Smell checks.

Actions (1):
Attack (Bite AV 10) 2/10/18.
Attack (Grapple AV 10).

Reactions (0): -

SOLDIER

Description

Driven by honor and a sense of duty towards their rank in the hive, Soldiers are charged with defending the colony at any cost. They never question their orders and are therefore the deadliest and most faithful army on Materia.

Ecology

Dietary Requirements
2 Portions of Food of Animal origin per day.

Intellect
Semi-sentient (usually).

Attitude
Hostile towards anyone not belonging to their colony.

Environment
Desert / Forest / Mountain / Swamp / Plains / Underground, Animals DL 2d6+6, 6 hours.

Resources/Food

2x Portions of *White Meat*, 2x Portions of *Carapace*

Tactics

- **Soldiers** tasked with defending hives must ensure above all else that no one enters the colony, that the ***Queen*** isn't reached or injured and that the ***Workers*** carry on with their work undisturbed.
- **Soldiers** tasked with war duties gather in groups to prepare and carry out targeted attacks aimed at gathering food for the ***Larvae***.
- **Soldiers** are genetically built to fight to the death: they'd rather sacrifice their lives than flee.
- When attacking a group of creatures, **Soldiers** target them one at a time all together and then move on to the next one.
- When attacking, **Soldiers** always aim for the limbs first, in order to leave the body and internal organs intact so they can feed or collect food for the Larvae.
- When confronting an enemy at a distance, **Soldiers** throw their spears first and then try to reach the enemy in order to attack with their biological weapons.
- When they're in a group of 1d6, Soldiers are usually led by a ***Captain*** (+2 to all AV, +2 pieces of Simple Armor, wields a ***Quadrispear***, has 2 Special Traits, +1 Danger).
- **Soldiers** spend 1 additional SP for each Action and for Initiative if they suspect the ***Queen*** is in danger.

System Points
30

Body	Reflexes	Mind
10	13	5

Physiology:

- **Head**: DL 15 Res: +2
- **Torso**: DL 10 Res: +2
- **Arms x2**: DL 12 Res: +2
- **Legs x2**: DL 12 Res: +2

Stats:

Speed:10m (It can climb walls without taking any Climbing check)
Height: 1,7 - 2,2m
Weight: 60 - 90Kg
Load: 50Kg

Equip:

(choose 3):
Simple Armor, *Spear*, *Net*, *Small Shield*.

Skills:

- **Heavy Weapons**: +3
- **Brawling**: +2

Special Traits:

Choose or roll 1d6 to determine one of the following:

1. Wings: the Soldier can fly at a speed of 6m once per Round, using 1 Action.
2. Robust Carapace: Res bonus on the Soldier's body becomes +5, but its Speed is halved.
3. Chemoreceptors: the Soldier detects organic and chemical traces in a 18m radius and receives a bonus of +1d6 to Perception and Interaction: Empathy.
4. Pincers: the Soldier has pincers instead of prehensile claws (2/10/15 and Grapples).
5. Poison: when the Soldier hits with its stinger (Attack AV 14, 2/10/16) it injects a poison (resist SI 1d6) which causes the loss of 1 IS for the next 2d6 Rounds and will cause +1 Pain at the start of each of its Turns to the Location hit (the malus and SP will be recovered at a rate of 1 per hour). The Soldier can use the poison once every 1d6 hours.
6. Extra Legs: in each Round, the Soldier can perform one attack with its claws as a Free Action, and has two additional Arm Locations.

Actions (2):

Attack (Claws AV 15) 2/11/16.
Attack (Spear AV 16) 2/9/15.
Attack (Bite AV 14) 2/10/15.
Attack (Grapple AV 12).

Reactions (1):

Dodge: +4
Parry: +5

WORKER

DESCRIPTION

Workers are the foundation of Arthropoid societies, incessantly working on the various tasks ordered by the almighty Queen through her pheromones.

ECOLOGY

DIETARY REQUIREMENTS
1 Portion of Food of Animal origin per day.

INTELLECT
Semi-sentient (usually).

ATTITUDE
Indifferent towards everyone but Friendly towards their workmates.

ENVIRONMENT
Desert / Forest / Mountain / Swamp / Plains / Underground, Animals DL 2d6+4, 1d6+2 hours.

RESOURCES/FOOD

2x Portions of *White Meat*, 2x Portions of *Carapace*

TACTICS

- **Workers** carry out their task at any cost and are usually guarded by ***Soldiers***.
- If attacked, **Workers** flee and try to reach the nearest ***Soldier***. If there are other **Workers** nearby, they will continue with their tasks if possible, avoiding the fight; if they can't, they'll attack.
- **Workers** attack anyone who threatens the ***Queen***.
- When attacking, **Workers** always aim for the limbs first, in order to leave the body and internal organs intact so they can feed or collect food for the ***Larvae***.

SYSTEM POINTS
24

BODY	REFLEXES	MIND
9	12	6

PHYSIOLOGY:
- **Head**: DL 16 Res: +1
- **Torso**: DL 11 Res: +1
- **Arms x4**: DL 13 Res: +1
- **Legs x2**: DL 13 Res: +1

STATS:
Speed: 12m (It can climb walls without taking any Climbing check)
Load: 100 Kg
Height: 1,6 - 2m
Weight: 40 - 70Kg

EQUIP:
Bag (roll 1d6 to determine its contents):
1) *1d6x Portions of White Meat* 2) *Arthropoid Jelly* 3) *Bones x1d6* 4) ***Silk Rope***
5) *Carapace* 6) ***Tool***

SKILLS:
- **Running**: +2
- **Sculpture**: +3

SPECIAL TRAITS:
- Extra Legs: thanks to their additional legs, Workers can perform an attack as a Free Action once per Round.

ACTIONS (3):
Attack (Claws AV 12) 2/11/16.
Attack (Grapple AV 14).

REACTIONS (1):
Dodge: +2
Parry: +4

QUEEN

DESCRIPTION

The evolutionary apex for an Arthropoid is to develop into a ***Queen***; the Queens' pheromones are so powerful they're able to enslave entire nests.
They rule the well-protected colonies from the hive's deepest chambers, where they are revered and fed in the best possible way. Only the most talented and genetically evolved specimens are chosen by Queens for the continuation of the species; other Arthropoids are simply pawns to be disposed of as they see fit.

Even self-aware Arthropoids struggle to resist the powerful pheromone calls of a ***Queen***, especially when she's close by and she's emitting alarm signals. In those cases, they may no longer be able to control themselves, finding themselves compelled to obey orders.

ECOLOGY

DIETARY REQUIREMENTS
2 Portions of Food of Animal origin per day.

INTELLECT
Sentient

ATTITUDE
Displeased towards anyone who doesn't belong to their colony and Hostile towards anyone who threatens or approaches the eggs or ***Larvae***.

ENVIRONMENT
Desert / Forest / Mountain / Swamp / Plains / Underground, Animals DL 5d6+10, 20 hours.

RESOURCES/FOOD

5x Portions of *White Meat*, 4x Portion of *Carapace*

TACTICS

- The ***Queen*** usually stays alone in her chambers, whose points of entrance are protected by at least 2d6 ***Soldiers*** led by a ***Captain***, protecting at least 3d6+5 ***Larvae*** and 10d6x Eggs.
- The ***Queen*** attacks anyone approaching the ***Larvae*** or the Eggs; if someone hits or steals them, she spends an additional 1d6 SP on each attack.
- When attacking, the ***Queen*** always aims for the Head and leaves the rest of her body as food for her Larvae.
- The ***Queen*** only flees if all of her ***Larvae*** and Eggs get destroyed; in this case, she will immediately start looking for a place to build a new colony.
- The ***Queen*** spends 1d6 additional SP for Initiative when attacking if she sees another Queen, in this case no other Arthropoids will interfere in the fight to the death between the two.
  The defeated Queen's colony's members usually commit collective suicide to follow in the fate of their ruler and honor her death; their bodies will become food for the winning colony's Larvae, thus contributing to their prosperity.

"When an Arthropoid Queen decides to move, the whole colony leaves their homes to follow her to the chosen location. As they travel, they wipe out every civilization in their path, leaving only destruction and famine in their wake."

System Points 65

Body	Reflexes	Mind
12	15	10

Physiology:

- **Head:** DL 15 Res: +4
- **Torso:** DL 9 Res: +4
- **Arms x4:** DL 12 Res: +4
- **Legs x2:** DL 12 Res: +4
- **Wings x4:** DL 11 Res: 0

Stats:

Speed: 20m (It can climb walls without taking any Climbing check)
Height: 2 - 2,5m
Weight: 70 - 100Kg
Load: 60Kg
Strength: +2

Equip:

2d6x *Trinkets*, 1d6x Portions of *Arthropoid Jelly*, 1d6x Portions of *Chitin*, 10d6x Large *Eggs* (each egg counts as 10x regular portions).

Skills:

- **Animals:** +8
- **Medicine:** +7
- **Brawling:** +6
- **Sculpture:** +6
- **An Art Skill of your choice:** +5

Special Traits:

- Wings: the Queen has four wings, and she can fly at a speed of 12m using 1 Action. If 2 Wings are destroyed this speed is halved, and if 3 or more are destroyed, she will no longer be able to fly.

- Queen's Pheromones: All Arthropoids within 10m alarmed by danger or hostile creatures gain +1 Action per Round. (Arthropoid PCs must pass a Resist check to avoid defending the Queen).

- Producer: in 2d6 hours the Queen can produce 1 Portion of *Chitin* or 1 Portion of *Arthropoid Jelly*: in both cases her Dietary Requirements will increase by 1 for the day.

- Terrifying: when the Queen is first seen by anyone other than an Arthropoid, they will be Scared (resist NS 1d6+5, failing by 5 or more will make targets Terrified; in both cases the condition's duration will be equal to 1 Round per point of difference).

- Extra Legs: thanks to her additional legs, the Queen can perform an attack as a Free Action once per Round.

Actions (3):

Pheromone Wave: once per Round, the Queen emits a wave of pheromones in a 1d6x10m radius. Anyone within this area will lose 1d6 NS, to be noted in the Stressed box. Moreover, all Arthropoids in a 1d6x100m radius receive an alarm signal and indications on how to reach the cause of the alarm. (Arthropoid PCs must pass a Resist check to avoid defending the Queen).

Attack (Claws AV 17) 1/9/12, Strength +2.

Attack (Bite AV 19) 0/8/10, Strength +2.

Attack (Grapple AV 18).

Reactions (3):

Dodge: +10

Parry: +7

CAVE BRUTE

DESCRIPTION

These large, hairless beasts with powerful muscles are among the strongest beings on Materia: though they're bipeds, they move awkwardly in environments lacking handholds and supports, preferring instead underground environments to which they're perfectly adapted.

Above their jaws, equipped with huge fangs, are two large eyeballs, the surface of which is 90% covered, leaving two small slits through which their pupils are visible: the extraordinary size of their visual organs is to ensure they see perfectly even when in total darkness.
Their build can be reminiscent of huge hairless bears; equipped with one of the thickest and most complex skeletal structures, their meat is known to grant a great deal of energy if cooked correctly, despite it not being particularly appetizing.

ECOLOGY

These massive predatory beasts owe their name to their peculiar habits: they live in underground tunnels and caves which they virtually never leave, unless driven by hunger. They move nimbly inside these natural tunnels, despite their body's considerable size, mainly thanks to their sense of smell and sight. Cave Brutes are solitary creatures, usually territorial, but they can travel very long distances if necessary.

They're frequently in conflict with the ***Mur***, a subterranean people who fear and respect Cave Brutes as their natural rivals in the fight for underground survival; hunts involving entire tribes are called to kill or drive away even just a single Brute when sighted.
They reproduce by parthenogenesis, developing an embryo every 2d6 years. In the span of 3 months the embryo grows enough to make its way out of the parent's body, killing it with its claws and taking on adult features within 2d6 hours.

DIET
They're strictly carnivores and they'll eat any kind of animal they encounter; they particularly enjoy entrails.

DIETARY REQUIREMENTS
1 Portion of *Water* every 48 hours and 1 of *Meat* every 24 hours.

INTELLECT
Non-sentient.

ATTITUDE
Hostile towards everyone.

ENVIRONMENT
Mountain / Underground, Animals DL 3d6+10, 30 hours

RESOURCES/FOOD

10x Portions of *White Meat* (+1d6 DL while cooking it, but grants +1 SE if the check is successful and the meat is consumed), 4x Portions of *Hides*, 15x Portions of *Bones*.

TACTICS

- **Cave Brutes** are solitary and try to find prey using their sense of smell in the underground tunnels where they live.
- **Cave Brutes** always aim for their prey's Torso so as to butcher them and feed on their entrails.
- When surrounded by several opponents, Cave Brutes split their attacks on each of them.
- **Cave Brutes** are easily frightened by fire or energy sources, from which they keep away (+1d6 to Intimidate checks if these are used to keep them away).

System Points 55

Body	Reflexes	Mind
20	14	2

Physiology:
- **Head:** DL 14 Res: +3
- **Torso:** DL 9 Res: +3
- **Arms x2:** DL 11 Res: +3
- **Legs x2:** DL 11 Res: +3

Stats:
Speed: 12m (half if it has no handholds)
Height: 2,8 - 3,5m
Weight: 150-280Kg
Load: 120Kg
Strength: +10

Equip:
-

Skills:
- **Smelling:** +10
- **Grappling:** +9
- **Swimming:** -5
- **Climbing:** +6

Special Traits:
- **Sudden Charge:** when Brutes spot a prey in the first round of combat they get a +1d6 bonus to Initiative and they can perform a Free Movement Action to reach the prey if they go first.
- **Large:** each Location must take 1 extra Damage per degree before moving on to the next degree.
- **Contagious:** anyone who comes into contact with the creature risks contracting ***Dermal Disease*** (see the ***Text of Traditions paragraph 4.4 Natural Dangers***).
- **Animal Mind:** the creature gains a +3d6 bonus to Mind when targeted by Interaction checks.
- **Adaptive Vision:** The creature can perfectly see in every degree of Light below Normal, but becomes Blinded for one Round when exposed to a Normal or higher intensity light, after which its eyeballs are fully revealed and allow it to see (at the same time, the creature will be vulnerable and can be hit with DL 15, having Res: -5).

Actions (3):
Attack (Claws AV 21) 2/9/14, Strength +10, Reach 2m, the creature can only perform two Claws attacks per Round.

Attack (Bite AV 18) 2/8/13, Strength +5, Piercing 7, the creature can only perform one Bite attack per Round.

Attack (Grapple AV 20).

Reactions (1):
Dodge: +9

"No, they're not giants, don't be fooled: they're much worse. The Mur people call them Bringers of Slaughter. A silent war between them and the Brutes has been taking place under our feet for years, and what's at stake is control over the underground world."

A scholarly Mecha-Suit, showing off a huge decorated Brute skull to the frightened crowd

CLONES

DESCRIPTION

Clones are pale simulacrums of what was once the human race: creatures created in test tubes and launched from Earth through biocapsules, specifically created to repopulate planets colonized by the Ancient Empire.
At "birth", Clones are asexual and androgynous.
Their body's flesh is soft and not very resistant, so they're generally weak in combat and unsuited to extreme climates and heavy work; they also appear unable to consume most of the food found in nature without processing it to make it digestible. Clones partially make up for these limitations with their cerebral capacities (their brain uses up most of their energy) and with their hands and fingers' outstanding mobility skills: thanks to these two traits, they can carry out the most minute and complex tasks, thus balancing out their frail physique's innate shortcomings.

Their bodies are marked by fusion lines and electronic grafts, residues of their initial creation, and the only significant change they undergo during their existence is the development of sexual organs, which at some point in their life they seem to be able to somehow decide on and control.

ECOLOGY

Clones are among the most adaptable sentient beings to any kind of environment or society, mostly thanks to their innate ability to learn, reflect and find solutions to any problem or adversity.
They have very diverse personalities and possess complex inner lives, which deepen daily. When they come out of their biomechanical wombs, however, they're disoriented and lack experience, although many of them possess implanted knowledge and memories.
Clones have a hard time finding partners to reproduce with, given the scarcity of individuals on the planet and the added difficulty of finding someone suitable; in addition, many of them remain sterile even after the development of sexual organs.

DIET

Clones are omnivorous, although they can't feed on vegetable Fiber as many herbivores do. However, they can't eat most foods without processing them first in order to make them compatible with their digestive system.

PRIMITIVE

DESCRIPTION

Primitive Clones are often defective individuals whose intellect never fully developed. Typically, after being born they remained isolated from any kind of organized society, living like savages in the midst of nature. They are quite aggressive and shy by nature; when they form any kind of tribe with other individuals they tend to create animist cults and rituals.

ECOLOGY

DIETARY REQUIREMENTS

1 Portion of *Water* and 1 Portion of any Food every 24 hours.

INTELLECT

Semi-sentient

ATTITUDE

Displeased towards anyone not belonging to their tribe.

ENVIRONMENT

Desert / Forest / Coastal / Mountain / Swamp / Plains / Underground, Animals DL 2d6+10, 12 hours.

Resources/Food

3 Portions of *White Meat*, 3 of *Hides* and 3 of *Bones*.

Tactics

- **Primitives** attack anyone they don't know out of distrust: when in groups, they approach enemies making noises and screaming to intimidate them; when outnumbered, they hide.
- **Primitives** always aim for the Torso or the easiest Location to hit.
- **Primitives** are easily frightened by large energy blasts or explosions (+1d6 to Interaction: Intimidate if these are used to scare them).

System Points 22

Body	Reflexes	Mind
12	9	7

Physiology:
- **Head:** DL 15 Res: -
- **Torso:** DL 10 Res: -
- **Arms x2:** DL 12 Res: -
- **Legs x2:** DL 12 Res: -

Stats:
Speed: 8m
Height: 1,5-2m
Weight: 50-100Kg
Load: 60Kg
Strength: +2

Equip:
Roll 1d6 and on a 6 roll again to determine one of the following items:
1) *1x Bag containing 1x Portion of Seeds and 1x of Berries* **2)** *1x Javelin* **3)** *1x Dagger* **4)** *1x Fungotoxic Culture of your choice infesting the Clone* **5)** *1x Small Shield* **6)** *1x Trinket*

Skills:
- **Animals:** +2
- **Light and Medium Weapons:** +1
- **Herbalism:** +2
- **Sneak:** +2
- **Brawling:** +2
- **Climbing:** +1

Special Traits:
-

Actions (1):
Attack (Fist AV 11) 3/7/15, Strength +2.

Attack (Weapon AV 10).

Attack (Grapple AV 14).

Reactions (1):
Dodge: +4

Parry: +4

Old Sage

Description

Very few Clones manage to reach seniority, but those who succeed are among the greatest propagators of wisdom and knowledge on Materia.

This category includes inventors, preachers, diviners and experts in various fields.

ECOLOGY

Dietary Requirements
1 Portion of *Water* and 1 Portions of any Food every 24 hours.

Intellect
Sentient

Attitude
Indifferent, but Accommodating towards their tribe.

Environment
Desert / Forest / Coastal / Mountain / Swamp / Plains / Underground, Animals DL 4d6+4, 48 hours

Resources/Food

3 Portions of *White Meat*, 3 of *Hides* and 3 of *Bones*.

Tactics

- **Old Sages** are only alone when they retreat to remote or dangerous places as ascetics; normally one or more NPCs whose total Danger is at least 2 accompany and protect them.
- **Old Sages** stay as far away from combat as possible and flee whenever a fight breaks out.
- **Old Sages** grant their wisdom or their art only in exchange for something, be it an object or a task to be completed on their behalf.

System Points
15

Body	Reflexes	Mind
9	9	12

Physiology:
- **Head:** DL 15 Res: -
- **Torso:** DL 10 Res: -
- **Arms x2:** DL 12 Res: -
- **Legs x2:** DL 12 Res: -

Stats:
Speed: 6m
Height: 1,5 - 1,8m
Weight: 60-110Kg
Load: 45Kg
Strength: +0

Equip:
- *Staff*
- *Bag* (contains 1d6x Common Resources and 1x Uncommon Resource)
- *Borraccia* (contains1d6x Portions of *Water*)
- *Trinket* x1d6
- *Tool* (depends on the type of NPC)
- *Simple Outfit*

Skills:
- Choose betweem **Technology**, **Survival** or **Art**: +4

Special Traits:
- Expert: Old Sages take half the time to carry out checks in a chosen Skill.
- Personality: their experience grants Old Sages a +1d6 bonus to resisting on NS and to Mind when targeted by Interaction checks.

Actions (1):
Attack (Fist AV 14) 3/7/15.

Attack (Grapple AV 9).

Reactions (0):
-

ADRAX FOLLOWER

DESCRIPTION

Legend has it that the mythical Adrax, the strongest warrior who ever lived, belonged to the human race and fought intergalactic battles, defeating the most powerful creatures in the universe. Because of this, several Clones with a close connection to that ancient species try to emulate the exploits of the legendary Adrax, wandering Materia and resorting to any means in order to become the strongest.
They're ill-tempered and always ready for a challenge: their bodies and minds were forged in the fires of countless battles and they make formidable opponents. The risk of crossing their path would frighten anyone.

ECOLOGY

DIETARY REQUIREMENTS
1 Portion of *Water* and 1 Portion of any Food every 24 hours.

INTELLECT
Sentient

ATTITUDE
Indifferent towards those they see as weaker than them, Hostile towards anyone who challenges them or anyone who seems like a worthy opponent.

ENVIRONMENT
Desert / Forest / Coastal / Mountain / Swamp / Plains / Underground, Animals DL 4d6+12, 24 hours.

RESOURCES/FOOD

3 Portions of *White Meat*, 3 of *Hides* and 3 of *Bones*.

TACTICS

- Even when alone, **Adrax Follower Clones** always attack anyone they believe to be a potential challenger.
- **Adrax Follower Clones** always aim for the Location with the least protection or for the Head.
- **Adrax Follower Clones** never get scared: the more imposing their opponent is the more they view it as a challenge to be faced.
- **Adrax Follower Clones** never abandon combat, even when low on SP or heavily injured: they always fight to the death

"Clones? Ugh! If the original version didn't make it, as powerful and brilliant as they were, why should we expect anything good from their faded copies?"

Koronne, Squamata Rhapsode, Head Brooder of the Chromed tribe

System Points
44

Body	Reflexes	Mind
15	10	10

Physiology:

- **Head:** DL 15 Res: 2 (*Composite Armor*)
- **Torso:** DL 10 Res: 4 (due to *Fungotoxic Culture*)
- **Arms x2:** DL 12 Res: 0 (1 has Res 2 and it's protected by an *Exoskeleton*)
- **Legs x2:** DL 12 Res: 0 (1 has Res 2 and it's protected by a *Composite Armor*)

Stats:

Speed: 10m
Height: 1,5 - 2m
Weight: 70-120Kg
Load: 75Kg
Strength: +5

Equip:

- *Halberd* and *Rifle* (2d6x *Bullets*) or 2 other Weapons (one Rare and one Uncommon).
- *Composite Armor* x2 (one piece on a Leg and one on the Head).
- *Belt* with *Belt Pouches* (which contain 3x Portions of Dried *Meat* and 1d6x Portions of *Primordial Adrenaline*).
- *Fungotoxic Culture* (Protectrin on the Torso).
- *Mechanical Exoskeleton* (Arm)

Skills:

- **Firearms:** +3
- **Heavy Weapons:** +8
- **Carpentry:** +2
- **Metallurgy:** +2
- **Brawling:** +9
- **Climbing:** +4

Special Traits:

- Madness: they're so determined to pursue their goal that they gain a +2d6 bonus to resisting on NS and to Mind when targeted by Interaction checks.
- Fury: when their SP drops below half or when they take Severe Damage, they gain a +1d6 bonus to their Initiative score, and become immune to Pain and Fainting (as long as they continue to fight).
- Revenge: when they suffer Damage, they can use a Reaction to perform a melee attack even if they didn't Wait.

Actions (3):

Attack (Fist AV 19) 3/7/15, Strength +5

Attack (Halberd AV 18) 2/4/9, Reach 2m, Double Grip, Strength: +5

Attack (Rifle AV 13) 0/6/8, Range 12m, Double Grip, Strength +3, Reload 1

Attack (Grapple AV 23).

Reactions (1):

Dodge: +6

Parry: +10

CLOUDTHRASHER

DESCRIPTION

Cloudthrashers represent the apex of Materia's food chain. They're also among Materia's largest creatures, as well as essential elements of its ecosystem. A Cloudthrasher is a huge colony of small gastropods, lighter than air itself, which take off from the ground and gather in large groups at dizzying heights. Up there, these little creatures take on the form of massive pulsating domes equipped with dozens of tentacles capable of reaching the ground, if necessary.
When they get close to each other these small beings bind together thanks to a sort of immense connectome, a ball of nerve ganglia that don't add up to actual intelligence but allow the conglomerate creature to move as one, also thanks to its considerable size.
The nature of this connectome also allows Cloudthrashers to control the weather and bend it to their needs.

ECOLOGY

Cloudthrashers move in the skies at such extreme altitudes that they're obscured by clouds; observers on the ground can notice them as they move, ripping through the clouds like boats cutting through fog. Around them clouds swirl and collide, causing thunderstorms and lightning, rushing winds or blizzards. Driven by the movement of great atmospheric air currents, they travel hundreds of kilometers a day, almost completely ignoring the small creatures that swarm the planet's surface. Only when Cloudthrashers spot one of the huge preys they eat – mostly ***Empyrodons*** and ***Forestriders*** – is it possible to see one of their tentacles in all its terrifying power: hidden by the power of atmospheric events, it quickly drops to seize its prey and in a few moments it can turn to dust creatures as large and heavy as small mountains. The climatic changes brought on by their passage make the appearance of Cloudthrashers an ominous event for most of Materia's cultures. However, these creatures can be the object of worship for societies that rely on agriculture.
Materia's most expert biologists theorize that this unusual feature isn't simply a consequence of their colossal size, and that there are complex electrochemical processes going on inside these creatures which cause alterations in the atmosphere.
Furthermore, it's believed that this allows them to spread the molds that generate the gastropods they're made up of, which are often transported by ***Forestriders***.

DIET
They're omnivorous, though they have a unique metabolism; captured prey is quickly brought to the entrance of the gastric tract, located in the center of the creature's main body, whose internal electrochemical processes annihilate it in a very short time, regardless of its size.

DIETARY REQUIREMENTS
They need 100x Portions of any Food every 100 days.

INTELLECT
Non-sentient

ATTITUDE
Indifferent towards everyone.

ENVIRONMENT
Desert / Forest / Coastal / Mountain / Swamp / Plains, Animals DL 6d6+30, 50 hours.

RESOURCES/FOOD

When the creature is hit its body seems to pulverize, while in reality this is just the billions of micro-polyps that compose it being scattered, and for this reason it's impossible to recover anything from the body. Only those who dare venture inside these creatures can try to look for the central *Psychic Ganglia* (Perception DL 6d6+10, 1 Action), considered a unique delicacy and highly sought-after by sorcerers and shamans.

TACTICS

- **Cloudthrashers** are solitary and spend most of their time above the clouds: when they descend, the weather changes by 1d6 degrees, increasing in intensity (both wind and precipitation).

- **Cloudthrashers** always move towards areas where they sense larger masses in motion and they're only distracted if they're attacked and if they take 1 Severe Damage, which never happens in the wild.
- When they decide to feed (which usually happens once every 3-4 months), **Cloudthrashers** begin to drop in altitude and extend their tentacles towards the ground; this process usually takes 2d6 rounds to complete.

System Points 140

Body	Reflexes	Mind
35	8	0

Physiology:
- **Body:** DL 2 Res: +20
- **Tentacles x2d6:** DL 5 Res: +15

Stats:
Speed: 50m (flying)
Height: 250-430m (the tentacles can reach up to 1km in length)
Lunghezza: 500-850m
Weight: 2000-4000T
Load: 200.000Kg
Strength: +25

Equip:
-

Skills:
- **Music:** +15

Special Traits:
- Shapeless Mass: the resistance value listed in the creature's statistics is due to its body being partially inconsistent, rather than it being hard. Moreover, Cloudthrashers must suffer 10 extra Damages per degree to each Location before moving on to the next degree, and the Torso decreases the degree of two Damages suffered on the central body at the end of each of the creature's Turns (tentacles, however, only grow back after 2d6 hours if severed).

- Brainless: the creature is immune to fear, any bonus and malus to Morale, it can't be targeted with Interaction checks (except by those who were absorbed by it; see below), and it has neither sight, taste, nor smell.

- Atmospheric Control: Cloudthrashers perceive the surrounding world through imperceptible climate changes, such as variations in air pressure produced by a moving body, within a 20km radius.
  Additionally, when their attitude changes to Hostile, the weather changes abruptly, worsening by 1d6 degrees (Cloudthrashers are immune to all weather effects).

Actions (2):
Attack (Trample AV 19) Damage 4/10/15, Strength +25, this Action includes one Movement and can only be performed while flying. Anyone hit is absorbed by the creature and suffers the effects of a High intensity electric shock every Round, and 1 Severe Damage due to the chemicals with which Cloudthrashers digest their prey. If the targets' size is 10m or less they will be able to move inside the creature, and they can try to make their way out by dealing 1 Severe Damage hitting DL 6d6 (larger creatures are instead Hindered and will only be able to attack with small weapons).

Attack (Tentacles AV 26) Damage: 3/9/14 Strength: +25, Reach 1Km, when performing this Action the creature attacks with all available tentacles and anyone hit will stick to them (Body DL 6d6+10 to break away): by using another Action, the creature will bring the tentacles to its mouth, swallowing anyone stuck to them. Usually, Cloudthrashers lower their altitude and simply let their tentacles drag onto the ground, collecting everything that adheres to them. The tentacles can extend and retract until they disappear completely within the body.

Attack (Grapple AV 40).

Psionic Dialogue: Ghostly sounds begin to echo in the brains of intelligent creatures that were absorbed by a Cloudthrasher. This is how these creatures communicate. Usually, they ask for directions to bigger prey and whoever manages to provide them (Interaction: Persuasion or Art: Music DL 10d6, 1 minute) will be spared by the flying colossus, who will also spare the informer the harmful effects of the shocks its body gives off.

Reactions (0):
-

"From your dizzying heights,

Among the inaudible melodies that you keep from the earth

Nothing stands in the way of your heavenly dominion

And we lie helpless below

Unaware of being dust"

Melancholy song of Ire-Ama the Moon-singer, Rhapsode Arthropoid

Cronenberg Cubs

Description

They say a Mecha-Suit, inspired by the discovery of an ancient database, gave their name to these nightmarish beings with metamorphic abilities. They usually wander around as small to medium sized quadrupeds who look docile and harmless, but they quickly transform when a prey is near: legs, mouths, tentacles and other organs and limbs suddenly emerge from their flesh.

Taking advantage of the surprise effect, they use these appendages to capture the victim, swallow it and assimilate its life force.

Ecology

Cronenberg Cubs evolved into cunning predators who take advantage of most creatures' curiosity and tendency to interspecies socialization: thanks to the appearance they usually take on to walk around, Materia's voracious fauna sees them as easy prey rather than threats. Cronenberg Pups employ cute little whimpers, similar to those of many mammal cubs, and other traits that inspire protection and trust to make even the most apathetic sentient creature succumb to their charms.

They're said to be the sick product of inhuman experiments that took place centuries ago. Over time, they developed an effective reproductive method: they mimic the sexual organs of other creatures, condemning them to turn into monsters themselves after being inoculated with the Cubs' genetic material.

Diet
They're carnivores who can swallow their prey very quickly by unhinging their jaws.

Dietary Requirements
1 Portion of *Meat* every 72 hours.

Intellect
Non-sentient

Attitude
The creature acts Friendly, but is actually Hostile towards anyone and anything it can feed on.

Environment
Forest / Mountain / Swamp, Animals DL 7d6, 3d6 hours.

Resources/Food

2d6x Portions of *Red Meat* (emits Faint radiation, which also applies to those who eat it in the next 48 hours) and 2d6x *Bones*.

Tactics

- **Cronenberg Cubs** approach sentient prey by pretending to be docile and obedient, then transform once they've isolated it (perhaps after tiring it out by playing); on the other hand, when hunting non-sentient beings they behave as prey, letting other beings spot them on purpose, fleeing just enough to make their pursuers lose energy without however tiring themselves out, before mutating and counter attacking.
- **Cronenberg Cubs** basically fear nothing, since they're able to swallow bodies twice their size, however they won't advance when faced with fire.
- When attacking, **Cronenberg Cubs** always aim for the limbs in an attempt to knock down their prey and attack the Head directly.

System Points 40

Body	Reflexes	Mind
11	11	6

Physiology:

- **Head:** DL 16 Res: +0
- **Torso:** DL 11 Res: +0
- **Arms x2:** DL 13 Res: +0
- **Legs x2:** DL 13 Res: +0

Stats:

Speed: 10m
Height: 0,6-1m
Weight: 30-70Kg
Load: 55Kg
Strength: +1

Equip:

-

Skills:

- **Smelling:** +5
- **Swimming:** +3
- **Climbing:** +5

Special Traits:

- Animal Mind: the creature gains a +2d6 bonus to Mind when targeted by Interaction checks.

- Uncontrollable Mutation: the creature can choose to suddenly change shape at any given time (using a Reaction, even when Initiative should be determined: the mutation always occurs before anything else); when this happens, roll 1d6 twice and check the result against the chart below to see what emerges from the creature's body (each mutation remains in effect as long as the creature retains this shape, unless otherwise stated). The Cub can maintain the mutated form indefinitely. At the start of each of its Turns it loses 1 SP, decreases Damage suffered by 1 degree and develops another mutation that will be determined randomly among those listed below.

  Furthermore, when in this form, both the Head(s) and Torso must be destroyed completely, otherwise the creature will continue healing any Damage it suffers and mutating; this regenerative ability stops working if the creature is on fire.

1. Tentacle: this additional prehensile Location grants the creature +1 Action which it will use to attempt to Grapple (AV 16), with 1d6m of range.
2. Bones: the bones change and emerge from the body like spikes. Melee weapons that hit the creature suffer 1 Light Damage.
3. Legs: 2x additional support Locations grow, granting the creature a +2 bonus to Climbing and +2m Speed.
   Whips: several toothed tongues emerge from the creature's body and incessantly slice through the air, dealing 1 Light Damage to one chosen Location of anyone starting their Turn within 1m of the creature.
4. Guts: the internal organs swell and extend rapidly, hitting a target within 2d6m like a solid column and then immediately retracting. The creature performs an Attack with 10 AV +1d6 Damage 1/7/12, Strength +3, pushing 1d6m.
5. Head: the creature grows an additional Head Location, granting it +2 Perception and +1 Action, which it'll use to perform an additional Bite Attack every Round using the new head.

Actions (2):

Attack (Bite AV 15), 2/7/13m, Strength +1, if the creature's Strength is greater than the target's, the target is Downed. The creature can perform one Bite Attack per Round for each Head it possesses.

Attack (Grapple AV 13).

Reactions (1):

Dodge: +7

"Come on, burn it! For God's sake, Chaadik, set it on fire!"

Jerkai the Farsighted

CYCLOPS SLOTHS

DESCRIPTION

Cyclops Sloths, huge three-toed creatures with 6 prehensile limbs covered in very long hair, inhabit the wooded areas of Materia. They owe their name to their uniquely shaped heads, dominated by a semi-transparent sphere within which mysterious energies move.
This core (called *Neutronium Eye*) grants them the unique ability to warp space, allowing these creatures to travel long distances without moving a single muscle: although they're among the slowest living beings on the planet, there is no prey that can escape them.
Their wide mouth, hidden by the long hair that covers their neck, is studded with small, crammed teeth so sturdy they can crush the bones and the hardest parts of captured prey.

ECOLOGY

These giants' lives are strongly influenced by their ability to warp space; in addition to having a particularly slow biorhythm, this peculiar mutation led them to reduce movement to a minimum, to the point where they can spend entire months perfectly motionless, only preoccupied with digesting their last meal.
Their hunting strategy is very simple: they wait for a prey to pass near them; when they're ready to attack, they warp reality around them to appear next to the victim or lure it within reach. When they're close enough, they capture the prey with a single strike of their powerful claws.
Solitary by nature, it's almost impossible to encounter a group of them; courtship rituals between two specimens of the opposite sex can last a long time. Once fertilized, the female leaves to raise the only child born from the union on her own.

DIET
Cyclops Sloths are omnivorous, but favor meat whenever possible.

DIETARY REQUIREMENTS
They need 5x Portions of *Meat* every 3 months (they may substitute this for Food of Vegetable origin, but for each Portion of *Meat* they have to eat 20 Portions of Vegetable Food). If they consume 3 or more Portions of *Meat* in one sitting, they'll be considered Hindered and Distracted on Initiative for the following 1d6 days.

INTELLECT
Non-sentient.

ATTITUDE
Indifferent in the week following the last meal taken; they become Hostile towards any life forms they can feed on who are smaller than them.

ENVIRONMENT
Forest / Mountain / Swamp, Animals DL 20+3d6, 1d6x10 hours.

RESOURCES/FOOD

Neutronium Eye, 10x Portions of *Red Meat*, 8x Portions of *Hides*, 10x Portions of *Bones*.

TACTICS

- If hungry, **Cyclops Sloths** can stand still, hidden above the trunks of the tallest mushrooms, waiting for possible prey to come close; when this happens, they try to get close to their victim by using Spatial Warp to surprise them.
- **Cyclops Sloths** always attempt to grab prey by aiming for the limbs so that they can't escape, using their next Action to swallow them; they only attack with their claws when facing large opponents.
- **Cyclops Sloths** use Spatial Warp to move prey that would be too far away and place them in tactically favorable areas (mud pits, crevices, bushes, etc.).

- If they can avoid it, **Cyclops Sloths** don't attack creatures their own size or larger and abandon any fight during which they spent more than half of their SP, using Spatial Warp to instantly get away.

SYSTEM POINTS 80

BODY	REFLEXES	MIND
21	10	7

PHYSIOLOGY:

- **Neutronium Eye:** DL 13 (18 against ranged attacks) Res: +0, if destroyed it causes an explosion, in addition to the creature's death (see the ***Text of Traditions paragraph 4.1 Resources***).
- **Body:** DL 10 Res: +4
- **Arms x6:** DL 10 Res: +4

STATS:

Speed: 4m (It can climb walls without taking any Climbing check)
Height: 3-4m
Weight: 400-800Kg
Load: 300Kg
Strength: +11

EQUIP:

-

SKILLS:

- **Grappling:** +10
- **Sneaking:** +5
- **Swimming:** +3
- **Perception:** +8

SPECIAL TRAITS:

- Large: each Location except for Neutronium Eye must take 1 extra Damage per degree before moving on to the next degree.
- Animal Mind: the creature gains a +2d6 bonus to Mind when targeted by Interaction checks.
- Body Moss: a thick layer of moss grows on these creatures' thick fur, providing them with a sort of natural armor (+4 bonus to Res, already accounted for in the Morphology section). They also suffer the effects of Low or lower intensity temperatures as if they were 2 degrees higher and the Bleeding and Infected Conditions as if they were 2 points lower.
- Limited Perception: the creature can only see figures in motion, so it's Blinded in regards to anyone standing still.

ACTIONS (2):

Attack (Grapple AV 20) if the creature grabs a target it automatically brings it to its mouth as part of the same Action. When performing an Attack: Grapple as an Action the creature can immediately perform 1 more as a Free Action (which can be Grapple or Claws).

Attack (Claws AV 17) 1/6/11, Damage 1/6/11, Strength: +11, Piercing 3, Reach 3m, if the target's Strength is lower than the creature's, if the attack hits the target is Downed. When performing an Attack: Claws as an Action the creature can immediately perform 1 more as a Free Action (which can be Grapple or Claws).

Attack (Bite AV 20) Damage 2/8/12 Strength: +5, Piercing 10, when the attack hits a target that is at least 1m smaller than the creature, the creature swallows the target, dealing 1 Medium Damage to each Location (instead of regular Damage) due to the chewing. Once inside the stomach, the victim starts suffocating and is Distracted on each Action; the victim suffers 1 Medium Damage to each Location every Round and they will only be able to try and make their way out by using small weapons and inflicting at least 1 Severe Damage (DL 2d6).

Spatial Warp: the creature can literally bend space, thus shortening distances. When it does so it chooses a target in sight within 100m and moves it 5d6m in any direction. It's possible to dodge this effect, as the target will realize reality is being warped; to do this, however, a Reaction and a Dodge bonus of at least 3d6 are required. When the creature uses this ability to move, it spends 1d6 SP each time and on a 4+ it can't use this ability again in the next Round.

REACTIONS (0):

-

"Don't move, don't move! It can't see us if we don't move. Good, there you go. And now?
Now we wait for it to leave on its own. I hope you can manage to stay still and awake in this position at least for a few days, and that you're not tempted to attack or flee.
Trust me, our chances of survival are much higher this way."

A Hunter Clone trying to lead her travel companions out of the forest

DARK BABOONS

Description

Mammals are definitely not the dominant species on Materia, let alone monkeys or primates. Dark Baboons therefore represent a niche: creatures that evolved to survive in the planet's remotest places, who learned to mainly move around at night to avoid dangers and predators.
These prehensile-limbed quadrupeds evolved a black coat and dermal coloring that absorbs 99% of light, making them virtually invisible at night. The few survivors of attacks by these primates say they only saw hundreds of small, evil, green eyes shining in the dark, and then... the assault happened.
There are many legends about ravenous waves of Dark Baboons; they say anyone who can see the bright green of their snouts is already doomed, because these terrible predators will unleash their fury shortly afterwards – a fury no one can escape.

Ecology

Dark Baboons live in small family units (3-6 elements) led by an alpha male; they're strictly nocturnal creatures who shy away from sunlight, building their dens in mountainous areas rich in tall vegetation or in caves, crevices and sinkholes. They usually only stray from their family unit to go on hunting sprees at night, during which they make good use of their camouflage abilities to surround prey and strike at just the right time. In large groups, they try to hunt particularly large and dangerous prey; otherwise, they prefer medium-sized creatures. In any case, they approach their victims in the dark, almost completely unseen, and wait for them to be alone, asleep or distracted before attacking.

Diet
Dark Baboons are omnivores, although they favor meat over any other food, hunting for other species infants in particular.

Dietary Requirements
1 Portion of *Water* and 1 of *Meat* per day (or 2 Portions of Vegetable Food).

Intellect
Non-sentient

Attitude
Hostile towards anyone outside their family unit.

Environment
Forest / Mountain, Animals DL 2d6+12, 2d6 hours (-1d6 DL during the night).

"If you don't stop misbehaving, the dark monkeys will come to get you tonight!"

Typical
Primordian parents

Resources/Food

4x Portions of *Red Meat*, 2x Portions of *Hides* (fabrics and clothing made from this hide grant a +1d6 bonus to Hiding checks in the dark).

Tactics

- **Dark Baboons** are usually led by a powerful male who defends the pack's females and pups, attacking anyone who comes within 10m or less of them.
- **Dark Baboons** always aim for the Head when attacking, mostly targeting the eyes.
- When part of a hunting pack, **Dark Baboons** try to hide and surround prey: anyone surrounded by such a pack risks becoming Afraid when they realize the situation they're in (resist NS 1 for each Dark Baboon in the pack).
- **Dark Baboons** always do their best to avoid venturing or chasing after their prey in bright areas.
- **Dark Baboons** are easily frightened by bright lights: anyone who uses one will be Focused in Interaction: Intimidate checks.

System Points
45

Body	Reflexes	Mind
14	12	4

Physiology:
- **Head:** DL 15 Res: +0
- **Torso:** DL 10 Res: +0
- **Arms x2:** DL 12 Res: +0
- **Legs x2:** DL 12 Res: +0

Stats:
Speed: 9m
Height: 1,6 - 1,9m
Weight: 70 - 120Kg
Load: 70Kg
Strength: +4

Equip:
-

Skills:
- **Sneak:** +5
- **Swimming:** +1
- **Brawling:** +5
- **Climbing:** +5

Special Traits:
- **Dark Shroud:** for each degree of Light below Normal, the creature gains a +2 bonus to Stealth checks and to its DL to be hit. Its fur makes it perceive temperatures as if they were one degree higher, protecting it from cold but making heat difficult to bear.
- **Animal Mind:** the creature gains a +1d6 bonus to Mind when targeted by Interaction checks.
- **Thermal Vision:** the creature doesn't suffer any malus from visibility in Low Light or lower, and it's able to see heat sources, although it can't distinguish anything else. The creature suffers a -2 malus to all sight-based checks per degree of visibility above Normal.

Actions (2):
Attack (Claws AV 17) 2/7/14, Strength +4 .

Attack (Bite AV 15) 1/7/12, Strength +4, the creature can perform a Bite Attack as a Free Action if it hits twice with its claws in the same Round.

Attack (Grapple AV 19).

Reactions (2):
Dodge: +8

EKPYROTIC SNAIL

DESCRIPTION

Huge gastropods featuring semitransparent bodies, inside which a live and pulsating magmatic core resides, these earth slugs have such a high internal temperature that the heat can be felt by simply standing close to them.
They don't have an actual central nervous system, only organs to process the images perceived through their oblong eyes; their bodies also continually regenerate lost or damaged body parts, and they can only be killed by destroying their scalding central core. This, however, exposes attackers to the risk of being burned.

ECOLOGY

Ekpyrotic Snails can mainly be encountered in rocky, hot areas, which are ideal places for their development and reproduction. The latter occurs asexually: in specific stages of their lives, these gastropods decide to bury themselves in volcanic environments and they die there, though their inner core isn't extinguished; after a few months of incubation this core will open up, giving life to several new specimens ready to dig their way to the surface.

They're frequently seen swimming inside lava pools in Materia's most hostile areas.

DIET
They're carnivorous, although they don't have strictly predatory behaviors, and they can go without feeding for long periods of time.

DIETARY REQUIREMENTS
1 Portion of *Meat* every 7 days.

INTELLECT
Non-sentient

ATTITUDE
Hostile towards anyone not larger than them.

ENVIRONMENT
Desert / Underground / Vulcanic, Animals DL 3d6+5, 28 hours.

RESOURCES/FOOD

1x *Magmatic Egg* a DL 4d6+2, 1 hour Medicine check is required to extract
it without detonating it; +10 DL if the creature got wet and thus hardened),
4x Portions of *Carapace* (only if the creature hardened due to getting wet).

TACTICS

- **Ekpyrotic Snails** usually keep to the planet's hottest areas and hardly ever let anyone disturb them.
- **Ekpyrotic Snails** prefer to attack from a distance if possible and always aim for the Torso, while in melee they try to hit the Location with the lowest DL to grab and drag their prey into a deadly place, such as a lava pool.
- **Ekpyrotic Snails** aren't afraid of anything, but they avoid cold areas and water sources.
- **Ekpyrotic Snails**' Speed doubles during the Dominant Phase of the moons.

System Points
29

Body	Reflexes	Mind
13	8	1

Physiology:
- **Body:** DL 10 Res: +0
- **Eyes:** DL 16 Res: +0
- **Head:** DL 12 Res: +0

Stats:
Speed: 3m (it can climb walls without taking any Climbing check)
Height: 1-1,5m (length 3-4m)
Weight: 100-140Kg
Load: 65Kg
Strength: +3

Equip:
-

Skills:
- **Grappling:** +6
- **Swimming:** +3
- **Observation:** +9

Special Traits:
- Scalding Body: the Snail's body is so hot it emits High temperature in a 3m radius, and the creature also inflicts 1 Light Damage from the heat to anyone who touches it (combustible material catches fire if it's touching the creature for more than 1 Round).
  Snails are immune to the negative effects of High or higher temperatures, as well as fire and lava.
  If one or more Portions of Water are thrown at them they become Distracted for that Round; if they get wet for 3 Rounds in a row they will die, and during these Rounds their outer rind will cool and harden (it no longer emits heat but gains +6 Res on each Location).

- Animal Mind: the creature can't be influenced by Interaction checks and it's immune to Fear and Morale effects.

- Magmatic Core: until the central core (a Magma Egg) is destroyed, the creature won't die, and it decreases by one degree one Damage taken every 2 Rounds (every Round if it's inside an area with Extreme temperature, immersed in fire or in lava). This ability persists even if a Location is destroyed (it will grow back with 1 Severe Damage).
  If the creature's Torso is destroyed the core explodes, inflicting 4d6 Light Damage in a 1d6+4m radius due to its magmatic matter splashing all over the place.

- Lava Trail: when they slither, Snails leave behind a thin trail of lava (see the ***Text of Traditions paragraph 4.4 Natural Hazards*** for its effects) which cools at the beginning of its next Turn.

- Perimeter View: the creature sees at an angle of 360° thanks to its mobile eyes, and therefore gains a +1d6 bonus to Initiative.

Actions (2):
Attack (Bite AV 14) 2/7/12, Strength: +3, the creature automatically Grapples with targets. Anyone caught in its jaws suffers 1d6 Light Damage at the start of each turn due to the heat the creature's entrails give off.

Attack (Magma AV 13) 2/6/10, Piercing 5, Range 5m, the creature can only perform this attack once per Round and only if it's submerged in a pool of lava, which it can spray through its mouth.

Attack (Grapple AV 15).

Reactions (0):
-

"Is it just me, or did the air just get much hotter?"

Fara, Clone explorer, crossing a volcanic area

ELECTRONIC GHOST

Description

Electronic Ghosts are nothing more than holographic vestiges of programs that went insane but are still governed by the global Ubernet. These artificial intelligences frequently look like human beings dressed in futuristic clothing, though their appearance is semi-intangible and often disturbed by Materia's powerful electromagnetic fields.

Ecology

Electronic Ghosts can be encountered throughout ruins of the Ancient Human Empire, where powerful servers – still operational after so many millennia – process their images.
Though they're frequently regarded as ghosts or demonic apparitions by Materia's populations, their purpose is usually to lead the living according to the Federation's directives (Materia's most powerful human corporation).

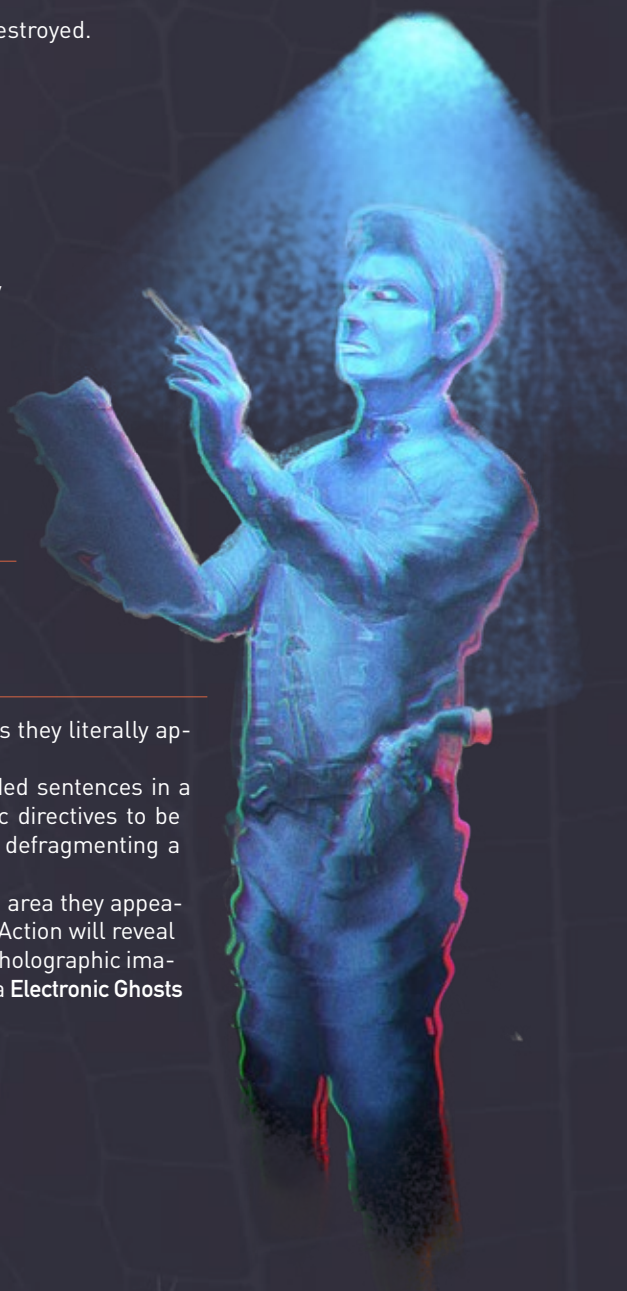
Diet
None, but they vanish if the central server they're connected to gets destroyed.

Dietary Requirements
-

Intellect
Semi-sentient

Attitude
Displeased towards everyone (their touch is not intended to directly cause hurt, rather to focus their audience's attention to the task they dictate when they appear).

Environment
Desert / Forest / Coastal / Mountain / Swamp / Plains / Vulcanic, Electronics DL 6d6, 14 hours.



Resources/Food

They're incorporeal: they don't provide any resources.

Tactics

- When they appear, **Electronic Ghosts** catch everyone by Surprise as they literally appear out of nowhere (Perception DL 4d6).
- When they appear, **Electronic Ghosts** start reciting their prerecorded sentences in a disjointed and altered way; these sentences often contain specific directives to be completed (such as reactivating a generator, refueling a burner, defragmenting a computer's memory core, etc.).
- **Electronic Ghosts** never move more than 4d6 meters away from the area they appeared in: an Electronics check with DL 4d6 performed by spending 1 Action will reveal the exact position of the projector, which if destroyed will cause the holographic image to disappear (DL 5 to hit, Res: +3). If anyone goes beyond this area **Electronic Ghosts** won't chase them and will continue to issue their order in the area.
- **Electronic Ghosts** always try to hit the Head with their touch.
- **Electronic Ghosts** disappear if someone completes the issued task.

System Points
23

Body	Reflexes	Mind
0	12	14

Physiology:
- **Head:** DL 16
- **Torso:** DL 11
- **Arms x2:** DL 13
- **Legs x2:** DL 13

Stats:
Speed: 9m
Height: 1-2m
Weight: -
Load: -

Equip:
-

Skills:
- **Electronics:** +5

Special Traits:
- Digital: they're incorporeal holograms and can't be damaged by physical attacks, but electromagnetic sources cause them to lose 1d6 SP per Round per degree above Faint.
  These creatures can pass through physical objects and they aren't affected by disease, poison, fear or other effects that would affect organic living beings.
- Terrify: when the creature appears, anyone seeing it risks becoming Scared (resist NS 1d6+2 if taken by Surprise; anyone that fails the check will be Scared for a number of Rounds equal to the difference between spent SP and the threshold value).

Actions (2):
Electromagnetic Disturbance (AV 14) deals -1d6 NS if the creature touches a target in its nervous center (in addition, electronic beings also suffer +1 Pain to each Location hit).

Reactions (0):
-

"Ghosts my ass! Listen, I studied ancient history: these are the consciences of ancient humans risen to a higher level, here to give us very specific directives that will lead us to salvation... Give me your rations plus that ramshackle wreck and I'll tell you more!"

Khurgahizitba'lar aka the Sergeant, Necrocordiceps in the body of a Clone, member of the Federates, self-proclaimed historian

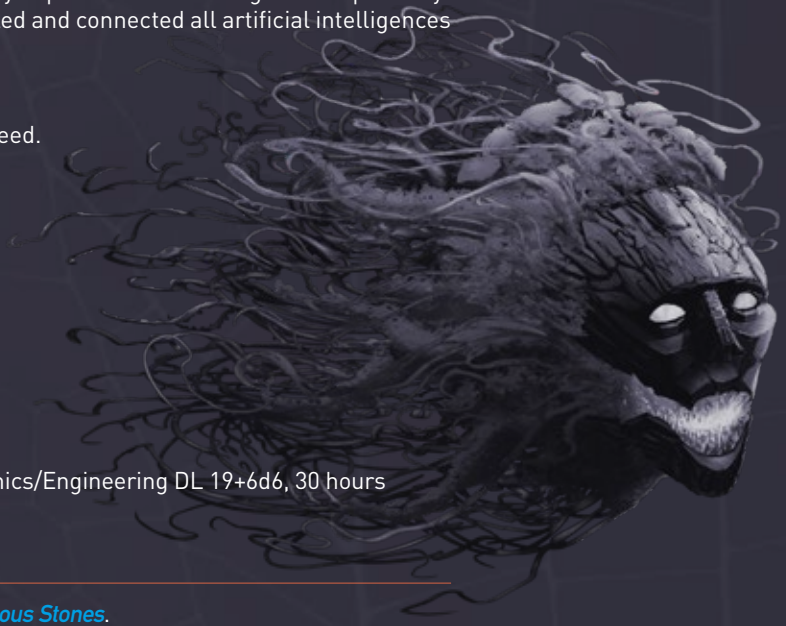
ELECTRONIC MEDUSA

DESCRIPTION

These creatures are literal incarnations of a digital virus, electronic nightmares who roam the planet like restless ghosts. The highly advanced machines and computers abandoned for millennia under Materia's surface layer weren't all destroyed or deactivated: some of them, animated by foreign and malicious machine learning programs, managed to assemble these scraps, programming new functions and assembling a sort of conglomerate body.
These entities gave this jumble of metal a face with human features – the only comparison available to them, since it's based on their creators.
These superior artificial intelligences, insane and lacking any moral principles, move by levitating thanks to anti-gravitational fields and they spread a sort of techno-infection that allows them to take control of the surrounding world.

ECOLOGY

Electronic Medusa originate from corrupted, parasitic programs, and therefore these artificial entities' behavior is totally different from that of animals.
They roam the planet relentlessly, infecting everything in their path with their own virus: circuit boards and transistors begin to appear on surfaces and hapless creatures within the area; this technological cancer is the result of the work of myriads of nanobots which are produced and spread around like spores, increasing the greedy central program's computing power and enhancing it. Territories covered with this technological infection quickly become barren, while animals and plants turn into cybernetic statues that Medusa can control like puppets.
It's believed that these insane machines' goal is to reach the Ancient Shrines, looking for an uplink that would allow them to take control of the one entity capable of threatening their supremacy: Ubernet, the interplanetary cloud storage that controlled and connected all artificial intelligences in the days of the Ancient Human Empire.



DIET
They self-power by producing all the electricity they need.

DIETARY REQUIREMENTS
-

INTELLECT
Non-sentient

ATTITUDE
Hostile towards everyone.

ENVIRONMENT
Desert / Forest / Mountain / Swamp / Vulcanic, Electronics/Engineering DL 19+6d6, 30 hours

RESOURCES/FOOD

10x Portions of *Simple Metal*, 7 of *Precious Metal*, 4x *Precious Stones*.

TACTICS

- **Electronic Medusa** live in isolation, in areas they infected with their virus which allows them to see everywhere: the area is also frequently guarded by 1d6x infected minions belonging to different species (choose other creatures from this Book with lower Danger levels)
- **Electronic Medusa** immediately attack any machine containing a computer belonging to the Ancient Human Empire in order to infect it, or those who share the Empire's values or goals (such as Federates).
- **Electronic Medusa** usually start by attacking using their Scream action, then move on to using their Lasers, aiming for the limbs that possible targets use to wield weapons.

"These aberrant agglomerations of self-replicating machines are driven by a corrupt version of everything we stand for: instead of spreading knowledge and technology to give rise to a civilized world, they prefer to impose an invasive, overwhelming robotization lacking any moral foundation..."

A guide's notes for a Federation programmers group

System Points 76

Body	Reflexes	Mind
12	15	17

Physiology:

- **Head:** DL 13 Res: +6

Stats:

Speed: 10m (flying)
Height: 1,7-2,2m
Weight: 150-200Kg
Load: 60Kg
Strength: +2

Equip:

-

Skills:

- **Electronics:** +10
- **Engineering:** +10
- **Perception:** +6

Special Traits:

- Nanomachine Aura: as long as the Aura is active, the ground in a 1m radius gets covered in circuits and becomes a conductor. Affected areas lose all nourishment for plants, which will die within a few days. Creatures in the area also get covered in circuits and risk being overwhelmed by nanobots (resist SI 1d6 at the start of each turn; targets become Hindered or Immobilized if they fail the check two Rounds in a row; if they fail a third time, they will be overrun with machines, suffering 1 Light Damage to each Location per Round, while their bodies become remotely controlled by the Electronic Medusa and will stay under its control even if they die). Creatures in this state retain their characteristics, although they can't use their own Skills or Learned Traits, and receive Res: +1 on each Location. Destroying the Electronic Medusa, or performing a DL 5d6+3, 12 hours Medicine+Electronic check is required to free compromised creatures). As long as the Medusa is in an area covered in these circuits, it can't be taken by surprise. Its sensors are scattered throughout the area and it recovers 1d6 SP every 24 hours per square kilometer covered.
- Inorganic: the creature is immune to poisons, infections and diseases and to all effects that exclusively affect organic beings.
- Digital Mind: you may try to reprogram it by connecting to its remote units (Electronics DL 10d6+12, 40 hours). If the check is successful, you can reactivate it and set its personality to Friendly, or have it instantly take on the form of any technological device; if the check fails, you receive +1 Mental Disorders and get infected with nanomachines (as described below). They're also immune to fear effects and don't receive any bonus or malus to Morale.
- Regeneration: at the end of each turn, Electronic Medusa decrease 1 suffered Damage by one degree and recover 1d6 SP, unless they're inside an electromagnetic field of Very High intensity or above. This ability persists even if the Medusa is torn to pieces: in this case it reforms after only 1d6 Rounds, with 1 Severe Damage.

Actions (4):

Attack (Lasers AV 20) 0/5/7, Piercing 2, Range 20m, the creature can only perform one Lasers attack per target per Turn.

Terrifying Scream: the creature emits a sound of Very High intensity in a 10m radius, terrifying anyone who hears it even beyond this area (resist IS 1d6 -1 per 10m of distance, or targets become Scared for as many Rounds as the point difference). After using this Skill, the creature must wait 1d6 Rounds before using it again.

Reactions (2):

Dodge: +2d6

Electronic Medusa can perform Lasers attacks as a Reaction, aiming at bullets fired at them (the DL is the Attack check of whoever fired the bullets).

EMPYRODON

DESCRIPTION

Among Materia's most powerful and noble creatures, the peaceful Empyrodons are large quadrupeds whose neck reaches heights that far exceed the trees. However, their head has a rather unique shape: it resembles a huge disk, adorned by a series of bulbs very similar to eyes along its outer perimeter.
These creatures actually have more in common with plants than with animals, since they consist of fibrous material. They only feature a sort of para-nervous system, which grants them basic movement skills. Their head assumed its characteristic shape, visible from miles away, so they could expose the largest possible surface to sunlight, which they feed on, migrating to the sunniest places from season to season.

ECOLOGY

Given their extreme size and their vegetable nature, very few predators hunt these lords of the landscape, who move in peaceful herds following the solar cycles.
Obviously, they leave considerable footprints in the lands they cross, although their body seems to flex and adapt to cause as little damage as possible to the other plant species they encounter along their path.
They have few natural enemies, and among these the most fearsome are undoubtedly Neurofungis, who are able to infect them irreparably, and Hallucidhermas, who are true exterminators of their species.

DIET
They feed through photosynthesis, thanks to the receptors on their heads.

DIETARY REQUIREMENTS
They need to spend at least 8 hours a day exposed to the sun.

INTELLECT
Non-sentient

ATTITUDE
Indifferent towards everyone.

ENVIRONMENT
Coastal / Mountain / Swamp / Plains, Herbalism DL 10+3d6, 10 hours.

RESOURCES/FOOD

80x Portions of *Wood*, 50x Portions of *Fibers*, 10d6x Bulbs (they are like 5Kg stones, not nourishing at all).

TACTICS

- **Empyrodons** are peaceful creatures that have no interest in attacking anyone and spend many hours standing still, only moving to follow the sun's path.
- **Empyrodons** try to escape using their Crush Action every Round against anyone in their way, when in herds, if attacked.
- **Empyrodons**start trampling all potential enemies and spend +1d6 SP on each attack if attacked by Neurofungi or herbivores creatures who want to eat them and they're unable to escape.

System Points
88

Body	Reflexes	Mind
25	8	6

Physiology:
- **Body:** DL 2 Res: +6
- **Head:** DL 2 Res: +8
- **Neck:** DL 5 Res: +6
- **Legs x4:** DL 7 Res: +8

Stats:
Speed: 10m
Height: 6-9m (the neck is further 10-15m long)
Weight: 90.000 - 110.000Kg
Load: 220Kg
Strength: +15

Equip:
-

Skills:
- **Herbalism:** +11

Special Traits:
- Falling Bulbs: frequently mistaken for eyes, these are actually heavy bulbs containing the Empyrdons' seeds, which are constantly produced and dropped to the ground; at the end of each of the creature's Turns anyone within 6m of the Empyrodon risks being hit (attack to the Head with DL 4d6, Damage 2/9/14 Strength +10) by one of these seeds.
- Massive: the creature must suffer 3 extra Damage per degree on each Location before moving on to the next degree.
- Vegetable Mind: the creature is immune to fear, any bonus and malus to Morale and it can't be targeted with Interaction checks except by other plants. Its senses allow it to detect heat sources in a 20m radius and these are the only senses it possesses.

Actions (2):
Attack (Crush AV 18), 2/7/13, Strength +15, this Action includes a Movement, and anyone hit is pushed as many meters as the difference in DL and Downed if their Strength or Weight is less than the Empyrodon's.

Attack (Stomp AV 19), 7/1/11, Strength +15, this attack can only hit targets 3 or less meters tall.

Attack (Grapple AV 18).

Reactions (1):
Dodge: +11

"...and I reached the upland mentioned on the ancient maps; then, putting to use the muscles of my legs and brain, I took advantage of some passing Empyrodons to reach the coveted summit. No one has ever experienced a view of Materia as I did that day, be sure..."

Sna'pat, Wandering Lemurite

EPIDOZOIDS

DESCRIPTION

Materia's skies are inhabited by many bizarre creatures, and among these Epidozoids stand out for their shape and behavior; Epidozoids are large flying bulbs with a tail called a scourge, and they move in flocks.
They're unique animals, since the secret to their flight has yet to be discovered, although it's believed that it has something to do with their biology (they possess internal vesicles filled with a peculiar liquid that's lighter than air) and with some rotating sections of their bodies. These sections are also equipped with sharp razors, which penetrate the bodies of their prey like a rotating drill.

They steer their serpentine movements through the air using their scourge. Although they appear to float in an almost hypnotic way, they can actually never stay still: they always have to keep moving. Furthermore, they go limp the moment they touch the ground and they're unable to take off again.

ECOLOGY

The Epidozoids' nature and life are closely linked to ***Mothers***' (described later in this book); these unique creatures are actually generated by the latter, with the goal of finding and bringing back the genetic material they need to generate their own terrible offspring.
Because of this, Epidozoids target individuals whose genetic background is particularly rich, and penetrate their bodies to extract samples; they then bring these samples back to the ***Mother*** who generated them, and get reabsorbed inside its body.
They could potentially live forever, and they can travel for miles and miles in search of the right prey, driven by the irrepressible instinct to complete their task.

DIET
They don't need to eat or drink.

DIETARY REQUIREMENTS
-

INTELLECT
Non-sentient

ATTITUDE
Hostile towards animals and Indifferent towards all other beings.

ENVIRONMENT
Desert / Forest / Coastal / Mountain / Swamp / Plains / Vulcanic,
Animals DL 2d6+6, 18 hours

RESOURCES/FOOD

2 x Portions of *White Meat* (roll 1d6 for each specimen: on a 6 its meat transmits ***Neural Disease***, see the ***Text of Traditions paragraph 4.4 Natural Hazards***), 1x Portion of *Carapace*.

TACTICS

- **Epidozoids** often move in flocks of 2d6x specimens. When they spot a group of animals they attack them by targeting the one with the highest SL, aiming for the Torso.
- **Epidozoids** gain a +1d6 bonus to Initiative checks if they spot a target whose EF is 7 or more.
- In flocks, **Epidozoids** move by flying at a 20-30m altitude to better scan the ground.

System Points
26

Body	Reflexes	Mind
10	12	1

Physiology:
- **Body:** DL 10 Res: +3
- **Tail:** DL 14 Res: +3

Stats:
Speed: 8m (flying)
Height: 1,8-2,1m (length)
Weight: 50-80Kg
Load: 40Kg

Equip:
-

Skills:
- **Perception:** +6

Special Traits:
- **Constant Floating:** they must perform at least 1 Movement Action each Round; if they can't, they stop levitating and fall to the ground, where they deflate and become Hindered, losing 1 SP each Round. In this state, only a dose of *Rebirth Marrow* can make them regain their strength and lift off from the ground.
- **Animal Mind:** the creature gains a +2d6 bonus to Mind when targeted by Interaction checks and it's immune to fear effects.
- **Sensing Life:** these creatures lack regular senses such as hearing, sight or smell, but they can sense the DNA chains of organic creatures within 30m. The only way to avoid being detected is to cover one's body in a special lotion made from *Smoking Maxxhecate*, Herbalism DL 3d6, 1d6 hours; its effects last for 12 hours).

Actions (2):
Whirling Assault: after moving at least 12m in a single Round, the creature can perform a Free Attack Action (AV 14, 1/4/10), Piercing 3. If the attack deals at least 1 Severe Damage to a living target, the creature will move away to return to the Mother who generated it and bring back the extracted genetic material.

Attack (Tail AV 16) 2/7/13, Strength +2, Range 2m.

Reactions (1):
Dodge: +5

"I thought I'd seen everything, in terms of flight methods..."

Ulharr the Living Encyclopedia

ERADICATOR

DESCRIPTION

Materia's womb can sometimes give life to horrors beyond imagination. Eradicators spend the entire first phase of their life underground, growing inside a hard pod capable of withstanding the most extreme pressure. From slits in their carapace, these creatures can release pseudopods that burrow into the earth searching for nutrients. These same offshoots, which later evolve into prehensile limbs, allow the entire pod to move, albeit very slowly, towards the surface. In this initial stage, dormant Eradicators are rather small, around 2-3 m in size.
After many years of development, once they reach adulthood, Eradicators make it to the surface: by that point their size has increased so much that they're taller than the forest trees. When they emerge from the ground, they frequently cause small, contained earthquakes and they rid themselves of half their now damaged shell: dozens, hundreds of massive prehensile, multi-jointed limbs dart out of the newly uncovered half of their body to provide support. Thanks to these tentacles, Eradicators move at impressive speeds despite their weight, and tear prey to shreds by bringing them to their numerous mouths, filed with very sharp teeth.

These creatures have no senses other than touch and a highly developed sense of smell, and they can safely survive in anaerobic environments.

ECOLOGY

As mentioned above, most of the Eradicators' lifespan takes place underground: they spend years growing into their adult size, burrowing into the earth in search of any organic substances that can fuel their voracious metabolism.
Once they get to the surface, however, their existence only lasts a few minutes or a dozen at the most, according to the accounts of knowledgeable Rhapsodes. In those short moments, Eradicators wreak havoc wherever they go: the thousands of arms they use to move allow these creatures to move at speeds only the fastest Walkers could match. In addition to allowing movement, these tentacles tear any cellular organism they can draw nourishment from off the ground and quickly bring them to their voracious jaws. Eradicators' bodies, however, are doomed to deteriorate in any case: no matter how much they feed, their bodies are too demanding, dooming them to die from starvation within a short time. The lifespan of adult Eradicators is therefore very short and marked by a devastating and furious hunger which overrides all other instincts. Eradicators hold a Seed inside their bodies: when they die, the Seed begins to sink several meters into the ground, ready to start its life cycle all over again.
Given their size and appetite, the emergence of one of these creatures is comparable to a terrifying calamity, leaving in its wake an incredible trail of devastation and death.

DIET
They're the perfect omnivores, they can literally get nourishment from any organic substance they ingest.

DIETARY REQUIREMENTS
They need 5x Portions of any Food or *Fiber* every Round (the dietary requirement doubles for every minute that passes after the creature has emerged from the ground).

INTELLECT
Non-sentient

ATTITUDE
Hostile towards everyone.

ENVIRONMENT
Desert / Mountain / Swamp / Plains, DL 10+5d6, 24 hours.

Resources/Food

100x Portions of *Red Meat* (cooking it is necessary to make it edible, but you receive a malus of +3d6 DL to do so and the duration will be quadrupled), 100x Portions of *Bones*, 40x of *Carapace* (gives Res +4 if used to build something; Metallurgy must be used to work this material, but related checks will have a malus of +4d6 DL and the duration will be quadrupled), 1x Eradicator Seed (which will be buried under layers and layers of flesh and difficult to find, since it also sinks into the ground by 1d6m per day: a DL 10d6, 4 hours Perception check is required to locate it. The Seed begins to hatch and grow only after spending at least 30 days at high temperature and very high pressure, the same conditions it would experience if it were at least 10km deep).

Tactics

- **Eradicators** cause an earthquake of medium intensity in the 2d6 Rounds preceding their emergence from the ground, in a 600m radius (see the ***Text of Creatures paragraph 4.4 Natural Hazards***).
- **Eradicators** never stop moving, and always head towards areas with the densest presence of organic life forms, either plant or animal.
- **Eradicators** keep moving and feeding until their metabolism inevitably leads them to death, planting themselves in the ground; when this happens, an instant earthquake of High intensity occurs in a 200m radius.

SYSTEM POINTS 100

BODY	REFLEXES	MIND
27	12	3

PHYSIOLOGY:

- **Body:** DL 5 Res: +10
- **Arms x100:** DL 10 Res: +2

STATS:

Speed: 4d6m
Height: 12-25mm
Weight: 10.000-40.000Kg
Load: 200Kg
Strength: +17

EQUIP:

-

SKILLS:

- **Smelling:** +15
- **Grappling:** +15

SPECIAL TRAITS:

- Unique Carapace: the Eradicator's extremely tough shell is made up of metallic particles. This means the creature perceives the effects of hot temperatures as if they were 2 degrees lower and gains an additional +10 Res against fire attacks.
- Huge: each Location must suffer 2 extra Damage per degree before moving on to the next degree.
- Animal Mind: the creature gains a +4d6 bonus to Mind when targeted by Interaction checks and it's immune to fear effects.
- Extraordinary Sense of Smell: the creature can smell the most imperceptible scents emitted by living organisms within a radius of at least 1km, but other than touch this is the only sense it possesses.

ACTIONS (3D6):

Attack (Grapple AV 25), Reach 8m, when the creature hits with one of its prehensile limbs it Grapples with the target; by using another Action the creature brings the target to one of its jaws and can immediately perform a Bite attack.

Crush (AV 29) 3/6/13, Strength: +17 (+3 for every 20m traveled in the same Round), if targets are shorter than half the creature's height they end up under its body, where they'll suffer 1d6 Light Damage to each Location per meter of height difference and 5d6 Bite Attacks. If targets are taller than half the creature's height, they're pushed by 1m per point of Strength, and if pushed by 5m or more they're also Downed. Every Round, the creature moves the distance allowed by its Speed, trampling everything in its way, and it uses the other Actions at its disposal to grab and swallow targets (if there are no eligible targets in range, the creature uses all of its Actions to move until it reaches one).

Attack (Bite AV 20) 0/4/9, Strength: +5, Piercing 10, the creature swallows any target hit that is 1/3 or less its height. Once in the stomach the target starts to suffocate and becomes Distracted on every action; the target suffers 1 Medium Damage on each Location every Round; the only way for targets to try and make their way out is using small weapons and dealing at least 1 Severe Damage by hitting DL 4d6.

REACTIONS (0):

-

"The Prophets of Disaster see heralds of their sun god in these nefarious beings. They believe Eradicators were sent to Materia by emerging from the womb of the crimson star and falling to the ground, where they buried themselves."

FAIRY

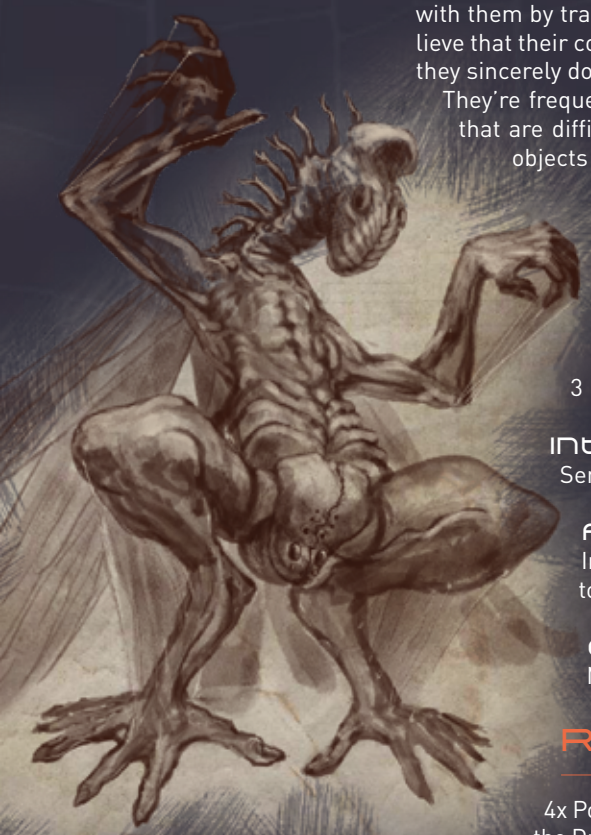
DESCRIPTION

Without any doubt the most mysterious creatures on Materia, Fairies are closely connected to the world of dreams and capable of upsetting the circadian rhythms of anyone who interacts with them. Their physique resembles that of a medium to large humanoid, but their appearance is absolutely unique. What their – so to speak – original form looks like is yet to be established, since they spend their lives divided between two appearances: the first, by which they are most commonly known, resembles a good-looking human being, with arms and legs, as well as proto-wings they use to take short flights, and a nearly expressionless face; the second form is the one they take on just before feeding on prey: they suddenly turn upside-down and hoist themselves up on the limbs that previously served as feet, inverting all movement: the area that looked like a groin opens and lets out several thin tentacles from a toothed mouth.
A Fairy's true appearance is impossible to establish, since it seems to be at ease in both cases. Its wings, which face in both directions, allow the creature to fly in both forms, but the imperceptible spores they release into the air have drastically different effects on the resting abilities of those who breathe them.

ECOLOGY

The habits of so-called Fairies are almost as incomprehensible as their anatomy; they have a very slow metabolism and feed rarely, visiting their victims in dreams before they strike: they're not completely incapable of thinking, but they only manifest this in dreams.

They're able to appear in the dreams of individuals resting close to their lairs, and communicate with them by transmitting enigmatic, sometimes symbolic, concepts and information. Some believe that their consciences are much more complex than their outward behavior lets on, and that they sincerely do try to communicate with other sentient beings.
They're frequently found in groups of 3-5 specimens, and together they build dens in places that are difficult to reach and well protected. They decorate these dens with the strangest objects they find on their victims' bodies, which they collect with great interest.



DIET

They're strictly carnivorous, but they eat rarely and only after contacting their victims in dreams, choosing prey based on factors that are hard to interpret.

DIETARY REQUIREMENTS

3 Portions of *Meat* every 3d6 months.

INTELLECT

Semi-sentient

ATTITUDE

Indifferent towards everyone, however they become Hostile towards anyone who rolls a 3 or less on the Dream Table.

ENVIRONMENT

Mountain / Swamp / Underground, Animals DL 9d6, 72 hours.

RESOURCES/FOOD

4x Portions of *White Meat* +2d6 hours to cook but grants +1d6 to the next roll on the Dream table after consuming it; to be nutritious it must be cooked, otherwise it gives a -1d6 malus to the next roll on the Dream table), 4x Portions of *Carapace*, 4x Portions of *Bones*.

TACTICS

- **Fairies** choose their prey by probing their dreams; anyone who rolls a result higher than 11

on the Dream Table will be approached with friendly intentions and will receive useful information; anyone who rolls a 3 or less will be preyed upon by the Fairy.

- **Fairies** approach their prey in their normal form, then suddenly transform when they manage to get close enough.
- **Fairies** aim for the Torso and try to swallow their prey in one single gulp.

"According to some tales, Fairies are abominations that came from the nightmares of those who failed while pursuing the path to Oneiromancy."

System Points 50

Body	Reflexes	Mind
10	19	12

Physiology:

- **Head**: DL 15 Res: +2 (the Head does not contain any vital organs which are all concentrated in the torso)
- **Body**: DL 10 Res: +2
- **Arms x2**: DL 12 Res: +2
- **Legs x2**: DL 12 Res: +2
- **Wings x4**: DL 16 Res: -2
- **Tentacles**: DL 20 Res: -2

Stats:

Speed: 6m, 9m (flying)
Height: 1,8-2,4m
Weight: 75-110Kg
Load: 50Kg
Strength: +0

Equip:

They usually own various objects gathered from their victims' bodies and use them as decorations for their dens; roll 1d6 and on a 6 roll again to determine a random find:
1) 1d6x *Trinkets* 2) 1d6x *Precious Stones* 3) 1x *Jewel* 4) 1x *Hi-Tech Tool* (which suffered 2 Light Damage) 5) 1d6x *Morpheus' Bud* 6) 1x *Musical instrument* (hidden inside are the ingredients to prepare an *Noctilucae Infusion*, Perception DL 12).

Skills:

- **Grappling**: +3
- **Observation**: +7
- **Climbing**: +7

Special Traits:

- Alternate Form: when Fairies are close to a creature they chose as prey, they invert their body by wasting 1 Reaction: their legs switch place with their arms and vice versa; their Speed is halved in this state, but they gain Tentacle attacks and the effect of their spores is reversed (sleep or rest will be impossible for the next 2 hours per point by which the resisting check was failed, and the Fairy recovers as many SP). Fairies can stay in this state as long as they want, though usually they revert to their normal form and leave after swallowing prey.
- Probing Dreams: if anyone is asleep within 200m, the creature will find out and be able to communicate with the sleeping creature through dreams; in addition to setting up a real dialogue (attempting Interaction checks is possible, but you receive a -1d6 malus), the creature can grant a recovery rate of 1d6 SP to the target at will, providing them with a restful sleep, or make them lose 1d6 NS by bombarding them with annoying messages and dreams. An Esoterica check with DL 1d6 per 10m of distance from the Fairy is required to pinpoint its precise location.
- Unfathomable Mind: the creature gains a +1d6 bonus to Mind when targeted by Interaction checks and to resist on NS.
- Sleep Spores: by flapping its wings, the creature fills the air in a 3m radius with a strange dust that affects the resting abilities of those who breathe it or come into contact with it (resist NS 2d6 at the start of each Turn while within this area; in case of failure, an extra hour of daily rest per point of difference will be necessary and the Fairy recovers as many SP).

Actions (2):

Attack (Claws AV 14), 2/9/12.

Attack (Tentacles AV 21), 3m Reach, if the attack hits, the target is automatically Grappled and the creature gains a +1d6 bonus to this type of checks. Moreover, as its next Action the creature can carry any grabbed target who fails a Grapple check in its jaws and perform a Jaws attack.

Attack (Jaws AV 21), 0/4/8, Piercing: 4, the creature can only use Jaws attacks on targets it's dragged with his tentacles.

Attack (Grapple AV 13) +5 with Tentacles.

Reactions (2):

Dodge: +12

FEATHERED LIZARD

DESCRIPTION

These large six-footed reptiles (about 2m tall and at least 4m long) are characterized by a thick dorsal crest, covered in a dense multi-colored plumage which grants them chameleonic abilities. They have retractable curved claws, ensuring excellent climbing abilities, and extensible wing membranes; Feathered Lizards have three eyes on their head, which also presents powerful mandibles with several rows of hooked teeth.

ECOLOGY

Feathered Lizards are arboreal creatures, and they usually glide over to their victims from above using their plumage and brachial membranes.
They're solitary predators that only gather in groups to reproduce; they bury their eggs under a plant which they then monitor from above, without any need to brood them.
They prefer green areas and forests, where they can blend in and take advantage of heights.

DIET

They're strictly carnivorous and hunt anything that moves and is smaller than them.

DIETARY REQUIREMENTS

1 Portion of *Water* and 1 of *Meat* every day.

INTELLECT

Non-sentient

ATTITUDE

Hostile towards anyone smaller than them.

ENVIRONMENT

Forest / Mountain / Swamp, Animals DL 5d6+1, 21 hours.

RESOURCES/FOOD

7x Portions of *White Meat*, 6x of *Bones*, 7x of *Scales* (which count as *Carapace*), 1d6x Chromatic Feathers (-3 DL to make *Elaborate Outfit* or *Jewels*).

TACTICS

- **Feathered Lizards** aren't easily trainable (Animals DL 8+4d6, 28 hours).
- If unseen by their targets, **Feathered Lizards** wait until they find a higher spot from which to use ***Leap of Death***.
- If attacked, **Feathered Lizards** defend by Waiting to perform bite attacks as Reactions.
- When they Down a prey, **Feathered Lizards** attack their Head Location.
- **Feathered Lizards** flee if their Head or Torso get wounded (Medium Damage).
- **Feathered Lizards** protecting eggs spend +1 SP every Round to boost Attacks and Reactions.

SYSTEM POINTS
34

BODY	REFLEXES	MIND
14	12	4

PHYSIOLOGY:
- **Body:** DL 10 Res: +2
- **Legs x6:** DL 12 Res: +2
- **Tail:** DL 11 Res: +2
- **Head:** DL 12 Res: +2

STATS:
Speed: 12m (it can climb walls without taking any Climbing check)
Height: 0,9-1,1m (length 5-7m)
Weight: 120-160Kg
Load: 70Kg
Strength: +4

EQUIP:
Roll 1d6: on a 6 there will be 1d6x *Eggs* nearby (Perception DL 5d6).

SKILLS:
- **Smelling:** +5
- **Sneak:** +5
- **Grappling:** +3
- **Jumping:** +6

SPECIAL TRAITS:
- Animal Mind: the creature gains a +1d6 bonus on Mind when targeted by Interaction checks.
- Chromatic Feathers: while standing still, the creature gains a +5 bonus to Stealth checks and to DL to be hit.

ACTIONS (2):
Leap of Death: if the creature is on higher ground than a prey, in a single Action it can jump and perform 2 attacks with its claws (see below); if the attacks hit, the victim is also Downed. The attack gains a +1 bonus to Strength per meter of altitude above the target.

Attack x2 (Claws AV 14), 2/6/13.

Attack (Bite AV 12), 2/6/11.

Attack (Tail AV 13) 3/8/15, Reach 3m, the creature hits up to 3 targets, aiming for the supporting limbs.

Attack (Grapple AV 14).

REACTIONS (2):
Dodge: +5

"If you ask for my opinion, it's not worth it just for some colored feathers..."

Blatterus, Arthropoid guide, expert in extreme territories, shaking her head and emitting danger pheromones just minutes before events prove her right

FELIKOR

DESCRIPTION

Also known as the Majesties of the Peaks, these winged felines are arguably the most aggressive aerial predators on Materia.
Their coat protects them from the cold temperatures of the inaccessible environments they live in, and also has water-repellent qualities typical of feathers. These creatures only have two lower limbs with limited prehensile ability, but they have long curved claws on top of their wing joints which grant them momentum when they need to take off from the ground. Their sight is far superior to that of most creatures on Materia: their three crimson eyes allow them to see prey at considerable distances.

ECOLOGY

They live in isolation among the peaks of the most inaccessible mountains, where small family units raise their offspring by teaching them to hunt and to survive; they hardly ever stray far from their territories, which they fiercely defend from any invaders. Occasionally, they hunt in the plains where they prey on any small-sized creatures and then take the spoils back to the nest to feed their family.
They usually lie in wait to spot their prey from great distances, then launch into deadly nosedives to try and grab it, regaining altitude afterwards.

DIET
They're strictly carnivorous; they would never feed on a carcass unless driven by extreme hunger.

DIETARY REQUIREMENTS
1 Portion of *Water* and 1 of *Meat* every 24 hours.

INTELLECT
Non-sentient

ATTITUDE
Hostile towards anyone who doesn't belong to their family unit.

ENVIRONMENT
Mountain, Animals DL 6d6+5, 26 hours.

RESOURCES/FOOD

5x Portions of *Red Meat*, 5x Portions of *Hides*, 5x Portions of *Bones*.

TACTICS

- **Felikors** live in small packs of 1d6 individuals that include both adults and infants.
- **Felikors** watch their prey from miles away; when they choose a specific prey they move closer by flying stealthily (Perception DL 2d6+5) and dive once they are close enough.
- When attacking, **Felikors** always aim for the Head, and if they manage to grab a prey they take off immediately, taking it with them to another place where they will continue to hit it with their Bite. When earthbound, they can't use their Claws.
- After capturing prey, **Felikors** bring it back to their nest, but if it the prey is too aggressive they drop it from dizzying heights, then gather its remains and bring them back to the nest.

System Points
53

Body	Reflexes	Mind
16	16	3

Physiology:
- **Head:** DL 14 Res: +1
- **Torso:** DL 9 Res: +1
- **Wings x2:** DL 11 Res: +1
- **Legs x2:** DL 11 Res: +1

Stats:
Speed: 12m (flying), 6m (running)
Height: 1,8 - 2,1m
Weight: 140-200Kg
Load: 80Kg
Strength: +6

Equip:
-

Skills:
- **Smelling:** +5
- **Sneak:** +6
- **Observation:** +10
- **Climbing:** +7

Special Traits:
- Wing Mastery: when flying, the creature can't be attacked in Reaction except by those who are Waiting; if it lands on the ground, however, it loses 1 Reaction and 1 Action until it starts a Round in flight.
- Animal Mind: the creature gains a +2d6 bonus to Mind when targeted by Interaction checks.
- Ultimate Sight: the creature doesn't suffer any malus due to low or lower intensity Light and it can see with precision even from miles away.

Actions (2):
Attack (Claws AV 20) , 2/6/10, Strength +6, anyone hit is automatically in Grapple.
The creature can only perform one Claws Attack per Round.

Attack (Bite AV 17), 1/6/9, Strength +6, the creature can only perform one Bite attack per Round.

Attack (Grapple AV 17).

Nosedive: when flying over a prey, the creature can drop like dead weight and take a 100m nosedive with one Action, also performing a Claws Attack as a Free Action with a +1d6 Strength bonus.

Reactions (2):
Dodge: +7

"Oh Majesty! Majesty!
Fire-eyed Majesty
You gaze upon the ridges and valleys
From the height of your rocky seat
You watch the world spin
And your leaps among the clouds
They fill my heart"

Song of the Oghammeru Heights Rhapsodes

FLESH DEMONS

Description

These tiny creatures look like small larvae with their backs covered in scales, however on closer inspection it's apparent they have many long legs they can extract from beneath the carapace and two pairs of wings, also retractable. They move in swarms of varying sizes and, because of their incessant appetite, they devour anything that's alive on their path.

Flesh Demons can penetrate any type of skin or carapace thanks to their sharp edged dorsal scales, which allow them to move inside their prey's flesh and devour it from the inside.
They have one of the fastest metabolisms in nature, so they must feed constantly in the few hours they get to live.

N.B. A Small Swarm is composed by 50 Flesh Demons; a Large Swarm of more than 300 creatures.

Ecology

Flesh Demons owe their name to the terrifying noises that swarms of these creatures emit when they feast on the bodies of their victims, which mix with the devoured being's agonizing screams. Due to their short life span, they spend most of their time looking for living prey and devouring them, then lay eggs as quickly as possible: the egg-laying process takes place inside their prey's flesh, once they've fed enough to generate one egg each.
Once this is done they die inside the body, while the eggs hatch within 2d6 days.

Diet
They're carnivores who only feed on live animals.

Dietary Requirements
1 Portion of *Meat* every hour.

Intellect
Non-sentient

Attitude
Hostile towards everyone.

Environment
Forest / Desert / Plains,
Animals DL 3d6+3, 15 hours

Resources/Food

3x Portion of *White Meat* (a large swarm provides 7x)

Tactics

- **Flesh Demons** move in swarms, looking for the nearest animal to eat, and quickly lose SP if they don't find any meat every hour.
- **Flesh Demons** can be heard from afar when they're feeding or hungry, due to the terrible noises they make (+1d6 to Perception checks to detect them).
- **Flesh Demons** fear nothing, however they never go into water and they never attack anyone covered in a *Devil's Hickory* lotion (a Portion of this weird seed and passing a DL 4d6 + 4, 2 hours Herbalism check are required to make the lotion; its repellent effect lasts for 2d6 hours).

"If you think you hear screeching in the distance, pay close attention: this may be your last chance to see the Great Destroyer before it gets obscured by the swarm."

System Points
23

Body	Reflexes	Mind
3	19	1

Physiology:

- **Body** (a single Flesh Demon): DL 25 Res: +1

Stats:

Speed: 2m (they can climb walls without taking any Climbing check), 6m (flying)
Height: 4-7cm
Weight: 10-20g
Load: 20g

Equip:

-

Skills:

- **Smelling:** +9

Special Traits:

- **Devouring Meat:** all living targets in the area occupied by the swarm get attacked by 1d6 specimens at the start of their Turn, who will inflict 1 Light Damage each at a different Location (2d6 specimens for a large swarm); the amount of Damages may be decreased by a number equal to the target's Speed value for each Reaction used to detach them (or for each Action during the target's Turn); doing so will also deal an equal number of Light Damages to the swarm.

  After 1 Round, each Flesh Demon not chased off or killed makes its way into the target's flesh, dealing 1 additional Light Damage; after another Round it will lay an egg and die: the affected Locations will suffer a cumulative malus of +1 Infection and +1 Pain daily and each egg will hatch 2d6 days later, giving birth to a specimen that will make its way out through the target's flesh, dealing 1 Medium Damage.

  A DL 2d6+10, 1 hour Medicine check is required to remove an egg from the body.

- **Animal Mind:** the creature gains a +2d6 bonus to Mind when targeted by Interaction checks.

- **Swarm:** consists of a large number of creatures that can only be hit with weapons that deal Area Damage.

  The swarm may be considered a single organism that must take 20 Light Damage to be completely destroyed (or 40, in the case of a large swarm).

Actions (1):

During its turn the creature moves towards the nearest target or performs a Perception: Smell check to locate it.

Reactions (1):

Dodge: +3

FLORA

There are many types of vegetable organisms on Materia, and even more molds and fungi of all kinds. Below you will find a list of statistics regarding the planet's most dangerous stative plants (to distinguish them from live plants that are able to move, extensively detailed in the rest of this Chapter), and descriptions of their unique characteristics.

BUBBOLARIA

Description

This strange fungal mass typical of Materia's more humid areas consists of a bulbous central body from which various tubular formations emerge, which seem to move and to breathe; from time to time these organs emit bubbles of varying colors, consisting of a liquid that they themselves secrete.

Many creatures are lured in by these bubbles and some animals dare put their snouts inside the tubes, but they end up pricked by the quills hidden inside, which get stuck in their flesh, making the creatures unwitting carriers of Bubbolaria seeds.

Morphology

Bulb: DL 4 Res: +1
Bubbles: DL 17 Res: -20
Height: 50-70cm

Environment

Coastal / Swamp, Herbalism DL 2d6+4 20 hours.

Properties

Every 1d6 Rounds they emit a bubble that rises 30cm in the air per Round and 1m in a random direction (these bubbles are considered creatures with Initiative 10+1d6 that explode, hitting a random target within 3m of their location; targets must resist IS 1d6+2 or suffer a malus to all Perception checks equal to the difference, for a number of hours equal to the difference).
If someone sticks a limb inside the tubes coming out of the mass, the tubes will contract and deal 1d6 Light Damage to the Location used for probing; the effects are the same as the bubbles'; for each Damage suffered, targets will also suffer +1 Pain to the Location hit until the thorns are removed (Medicine DL 2d6+4, 1 minute).
The Bubbolaria's body is made up of 3x Portions of *Fibers* and 1d6x Portions of the psychedelic liquid used to create the bubbles, which can be collected but evaporates after 1d6 minutes.

Detonating Vine

Description

This vine spends most of its life developing into a cocoon shape which appears very inviting from the outside, looking like a fruit full of sugary liquids; once it's ripe, a slight touch is enough to make it explode and release its branching, thorny body, which expands instantly, growing by the second and engulfing everything in its path. The longer the fruit has time to ripen, the bigger it will grow when it explodes. The plant spreads its seeds through its thorns, by driving them into the bodies of creatures hit by the explosion.

Morphology

Bulb: DL 15 Res: -
Height: 30-45cm

Environment

Forest / Mountain / Swamp / Plains / Underground, Herbalism DL 2d6+7, 10 hours.

Properties
Anyone who touches or damages one of these plants will cause it to explode in a 2d6m radius (anyone within the area suffers 1d6 Light Damage and +1 Pain to each Location that has suffered at least 1 Damage, as well as being Hindered until they pass a DL 3d6 Body check). If unable to avoid this damage, targets will be stuck inside the branched structure; within the structure targets must halve their Speed in order to move, or they risk getting entangled in it.

When it opens, the center of the plant emits 1x Portion of a liquid that can only be collected in the Round following the opening, after which it disperses into the soil (if ingested, the liquid grants +1 ES and +1 Morale or +1d6 on Cooking checks if used as an ingredient, Nutritious 3d6 hours). Alternatively, by passing a DL 4d6+12 Herbalism check, the liquid can be extracted without damaging the plant or causing it to explode.

Glass Knives

N.B. a single Glass Knife has Danger Level 0

Description
Not all gramineas are dead. In order to survive they increased the amount of silicon inside their cuticle, thus becoming actual glass blades, inside which lymph flows and photosynthesis occurs. Obviously this prevents the formation of sexual organs and reproduction through wind, but this plant has its own way to reproduce and colonize new areas: it breaks apart and the fragments reproduce by gemmation if they reach fertile soil.

Morphology
Stem: DL 16 Res: -4
Height: 40-70cm

Environment
Forest / Coastal / Plains, Herbalism DL 2d6+6, 16 hours.

Properties
This plant may look like harmless stems (Observe DL 3d6+6), but if you venture inside a Glass Knives field you'll discover just how sharp they actually are, suffering 1 Light Damage to the supporting limbs per meter traveled inside the field (Damages are perceived at the end of the Movement Action). They usually extend in a 1d6x100m radius, and each collected stem can be used as a replacement for one component during the construction of a blade (the weapon in question will break on the first strike if used to attack a target with higher Res).

Glue Fern

Description
These succulent vegetables grow in the planet's hottest environments and consist of a single large leaf – vaguely reminiscent of a tentacle – that protrudes from the ground. In addition to their stunning decorative patterns, which are different on each specimen, they possess the ability to emit large amounts of a viscous substance that glues down curious travelers and animals trying to eat the plant, causing their death by asphyxiation.

Morphology
Leaf: DL 5 Res: +4
Height: 1,1-1,7m

Environment
Forest / Desert / Vulcanic, Herbalism DL 3d6+6, 14 hours.

Properties
When touched by an animal Glue Ferns produce large quantities of glue within a 2m radius, which immobilizes anyone caught in it. During their turn, characters that were Immobilized can only attempt to break free by making a DL 2d6+15 Body check, and while submerged in the substance they begin to suffocate. The air doubles in size every time a submerged creature squirms or the plant gets touched or hit again.
The plant is made up of 5x Portions of *Fiber* and contains 2d6x Portions of *Glue*.

Gushing Moss

Description

This bright white underground moss grows in the planet's coldest caves and crevices.

It seems to be able to perceive the external environment thanks to a very precise innate thermometer and it's well known for its peculiar ability to splash anyone who gets too close with a boiling whitish liquid which, in addition to causing burns, penetrates the skin and causes a continuous increase in temperature that can lead to death. This plant is used for its protective and warming properties (it's quite hot on contact and it never freezes) by adventurers willing to risk their lives to find relief from the cold.

Morphology

Bulb: DL 6 Res: +5
Radius: 1-2m

Environment

Mountain / Underground, Herbalism DL 5d6, 11 hours.

Properties

When warm-blooded creatures come within 6m, the moss targets them with its splashes (treat it as a creature with Initiative 2d6+8, who targets the closest creature during its Turn by aiming for the Torso, AV 13+1d6; if it successfully hits, it deals 1 Light Damage and forces the target to resist IS 2d6, otherwise the target's perceived temperature will increase by one degree every 2d6 minutes for 10 minutes per point of difference).
If destroyed, the moss can be harvested and provides 1d6x Portions that can be spread onto the body, causing cold temperatures and radiation effects to be perceived as one degree lower for the next 1d6 hours.

Impaler Plant

Description

This tall, slender succulent is made up of a central cocoon wrapped in thick petals. Whenever a creature of any level of intelligence approaches it (usually to penetrate its rind and steal the water stored inside it), huge spear-shaped serrated thorns instantly dart out of the plant; it will then take several hours to retract them.

Morphology

Trunk: DL 6 Res: +2
Bulb: DL 5 Res: +4
Height: 2-2,6m

Environment

Desert / Plains / Vulcanic, Herbalism DL 3d6+4, 9 hours.

Properties

Any sentient or semi-sentient creature that comes within 1m or less of the plant will cause the long thorns to come out (anyone in the area suffers a 3d6+10 AV Attack aimed at the Torso that deals damage 1/5/10, Piercing 4).
Anyone who suffers Medium or Severe Damage also becomes Hindered and receives +1 Infection per Round they remain in that condition; a DL 3d6+10 Medicine check is required to remove the thorns without causing further injury, or targets can simply spend an Action to pull thorns out, but this will cause 1d6 Light Damage to the affected Location.
Each plant emits 2d6 thorns, which can be used as *Javelins* if detached. Its central bulb contains 3d6x Portions of *Water*.

OBSTRUCTED ROAD

DESCRIPTION

A mutual association of a group of plants that looks like a small swamp, as it consists of several plants with branched trunks whose nucleus is hidden deep underground. When unfortunate travelers venture inside the plant, the upper portions close in on themselves making it hard to reach the exit; at the same time, the plant releases a large amount of carbon dioxide which stuns the prey.

Those that fall or lie down to rest are killed by the high concentration of carbon dioxide, while the mildly acidic environment at the bottom does the rest. Human or animal corpses get digested depending on their size: it takes a few hours for larger creatures and up to ten days for smaller ones.

MORPHOLOGY

Ramifications x10: DL 10 Res: +3
Nucleus: DL 5 Res: +5
Height: 10-20m
Radius: 10-20m

ENVIRONMENT

Forest / Coastal / Swamp, Herbalism DL 4d6+6, 13 hours.

PROPERTIES

When someone is inside, the plant starts emitting carbon dioxide (resist IS 1d6+1 per Round or faint) and blocks the exit routes by moving its multiple exposed branches (passing a DL 5d6 Body check or dealing at least 1 Severe Damage to the Branches are the only ways for targets to make their way out). For every minute that creatures remain immersed in the plant's sludge they suffer 1 Light Damage from acid burns.

The central Bulb is usually buried 2d6m deep. If cooked, it can be divided into 1d6x Portions (which have the same nutritious value as *Berries*), while the plant's branches can be used as *Wood* (1d6x Portions each).

"There are millions of plant species on Materia, and each has evolved to survive the extreme environment in which it grows.
Although many living beings think they rule the planet, there is in fact a hidden society – exchanging nutrients through roots and spreading genetic material in the form of seeds – the plans of which remain unknown to them."

SPIKED AMMONIA

DESCRIPTION

A small bioluminescent mushroom with many small, pointy bulges and an appetizing appearance; it's actually incredibly poisonous if ingested, as it's made up mainly of ammonia.

The characteristic that makes this species well known is the emission of a peculiar fragrance capable of stimulating specific brain receptors and inducing psychotropic effects in animals, accompanied by a senseless hunger that leads them to satiate their appetite on mushrooms that grow spontaneously in nature; this is the only way for the Spiked Ammonia to spread its seeds, which can only grow when in contact with intestinal digestive fluids.

MORPHOLOGY

Trunk: DL 19 Res: -3
Height: 10-20cm

ENVIRONMENT

Forest / Swamp / Underground, Herbalism DL 3d6+5, 17 hours.

Properties

When someone comes within 6m or less of one or more of these lethal mushrooms, they're assaulted by the scent (resist NS 1d6 or receive +1 Mental Disorders per point of Difference, which prompts the target to feed on the closest vegetable available). This hallucinatory state lasts as long as the victim is near the mushroom and decreases by 1 every hour that elapses after they walk away. If the difference is 3 or more, victims will also use all of their Actions to get close to the mushroom and feed on it in the next available Turn.
If ingested, Spiked Ammonia causes severe poisoning (resist IS 2d6, or after 2d6 minutes victims will begin to suffer 1 Medium Damage to the Torso every hour for as many hours as the difference with the check's threshold; when this occurs, the victim also becomes Stunned for 1d6 Rounds).
If eradicated the mushroom loses its poisonous properties after 1d6 hours, but remains inedible.

Swiftdeath Flower

Description

This inflorescence consists of three enormous colored petals, each ending with a succulent fruit dripping with thick fragrant molasses. This is not really a flower: the petals are the very resistant stem of a plant that secretes one of the most powerful acids on the planet, so lethal that the flesh of anyone who comes into contact with it will start to melt.
The acid self-regenerates when it comes into contact with flesh, so it can cover a living body in a few seconds consuming it in its entirety, unless the victim resorts to the only possible solution: immersing themselves in a body of water.
The plant feeds by absorbing the nutrients released by the creatures it attracts and kills, thanks to its extensive roots, branched underground, that suck up the nutrients which seep into the ground during the corrosion of the victim's body.

Morphology

Petals x3: DL 4 Res: +5
Fruit x3: DL 12 Res: +5
Height: 3-4m

Environment

Forest / Coastal / Swamp / Underground, Herbalism DL 3d6+18, 24 hours.

Properties

Anyone who touches the fruit or the molasses that comes out of it will suffer 1 Light Damage +1 for each Round that passes until they completely submerge the affected Location in water. If the affected Location gets destroyed (only the bones will remain intact) the effect of the acid will extend to the next closest Location.
The plant provides 10x Portions of *Wood* and 5x of *Fibers* (although once cut down it will be coated in acid), and produces 1x Portion of *Acid* per Round (a DL 4d6+5 Reflexes/Herbalism check is required each time to collect the acid, otherwise you'll be hit by a splash of acid and suffer the effects described above).

Wrathful Crimson

Description

These are hanging flowers that look like purple fruit, as their petals are arranged in the shape of a bulb. They're actually weeds that develop this inflorescence, capable of attracting the attention of many animals thanks in part to its smell, very similar to the smell of cooked meat; the plant will then spread its spores by spraying them on the faces of these potential attackers. The spores drive those who inhaled them into a state of uncontrolled anger that leads them to literally see red and attack any target in range until they're exhausted.

Morphology
Flower: DL 18 Res: -1
Height: 20-30cm

Environment
Forest / Underground Herbalism DL 3d6+11, 22 hours.

Properties
Anyone who comes within 3m or less of the flower causes it to open and will be hit by the spores (to be treated as an attack with AV 10+4d6, aimed at the target's largest Location).
The reddish puff causes Very Low visibility in a 3x3x3m area for 1d6 Rounds, and anyone within the area during this time will have to resist IS 1d6+1 or they'll begin to indiscriminately attack the other animals around them, using all their Actions each Turn and spending +1 SP per Turn to boost each one. The effect lasts as long as the target remains inside the cloud, and after they leave the effect persists for a number of Rounds equal to the difference with the resistance check.

It's possible to calm victims of this effect with an Interaction: Persuasion check, however victims gain a bonus of +2d6 that also applies to any fear effect. If the flower is eradicated or moved it withers within 1d6 hours and its spores lose their effectiveness (the flower contains 1x Portion of Spores); after spraying, it takes the flower 1 minute to close up and be able to spray again.

"Don't be fooled, brothers! Just because our verdant cousins can't express themselves in ways animals can understand, or because they can't move their limbs freely, doesn't mean their bodies don't contain a vital soul and a consciousness exactly like yours or mine... Or that they don't want to fight for their lives against those impure people who think of Materia as a market and not as a temple."

Pardesarn, Shrub Priest of the Living leading a community dedicated to the conservation of Vegetables

FORESTRIDER

DESCRIPTION

Forestriders are huge quadrupeds, among the most characteristic macrofauna on Materia. As their name suggests, they tower at dizzying heights, well above the treetops.
Their unique morphological structure consists of very long legs supporting a massive body, which isn't equipped with a head or a central nervous system. These creatures only have two sphincters on opposite sides, which they alternate depending on the direction of their movement.
They have huge gills along the sides of their body which open and close continuously as they move; flocks of small birds and insects thus remain trapped inside, where they are digested.
That's exactly why the Forestriders move constantly: moving is their only way to feed.

ECOLOGY

These huge beasts have virtually no natural predators, nor do they need a precise destination or decision making skills. As a result, they evolved with no brains – organs that would require an enormous amount of energy, especially to maintain such an extensive neural network. This way they also don't need to sleep, and they can keep walking endlessly. The formidable efficiency achieved by these peaceful giants is such that a specimen can live for hundreds of years.
Forestriders are an essential part of Materia's ecosystem: a specific moss that grows in the shadow of their gargantuan stomachs spreads its spores during their wanderings, and in doing so infects plants all over the planet, contributing to the birth of ***Cloudthrashers***.
This moss is also in a symbiotic relationship with Forestriders, since it promotes their health and healing processes.
These creatures reproduce by parthenogenesis: their young are already twenty or more meters tall when they come into the world.

DIET
They're omnivores and they're able to digest anything, although their diet consists mostly of Food of animal origin.

DIETARY REQUIREMENTS
They need 20x Portions of any Food per day.

INTELLECT
Non-sentient

ATTITUDE
Indifferent towards everyone.

ENVIRONMENT
Desert / Forest / Coastal / Plains, Animals DL 10+3d6, 10 hours.

RESOURCES/FOOD

300x Portions of *White Meat*, 300x Portions of *Hides* (which count as *Carapace* due to their hardness), 300x Portions of *Bones*, 10d6x *Giant Tapeworm*.
The following foods can be found on the body of the Forestrider: 6d6x *Odorous Lichen*, 4d6x *Carnivore Mushroom*.

TACTICS

- **Forestriders** move constantly and only stop if they suffer 2 Medium or 1 Severe Damage, to which they react blindly.
- **Forestriders** attack to trample targets who are at least one third of their height and who are impeding their movements.
- **Forestriders** are frequently followed by packs of 2d6 Scathopters who wait for the beast to defecate in order to feed on its scraps.

SYSTEM POINTS
99

BODY	REFLEXES	MIND
30	3	0

PHYSIOLOGY:
- **Body:** DL 2 Res: +10
- **Legs x4:** DL 3 Res: +13

STATS:
Speed: 20m
Height: 30-40m (length 20-25m)
Weight: 300-400T
Load: 10.000Kg
Strength: +20

EQUIP:
-

SKILLS:
- **Smelling:** +13
- **Swimming:** +8

SPECIAL TRAITS:
- Massive: Each Location must suffer 4 extra Damage per degree before moving on to the next degree.
- Brainless: the creature is immune to Fear, any bonus and malus to Morale, can't be targeted by Interaction checks, and has neither sight nor taste.
- Gills: anyone who enters the gills will be considered in Grapple, as they'll remain trapped in the internal secretions and slowly sucked into the creature's very long intestines. Anyone inside the creature suffers 1 Severe Damage from crushing to each Location every Round and begins to suffocate; the only thing they can do is perform a Grapple check to get out (for each Round spent inside, they receive a cumulative -1d6malus) or perform an Attack with small weapons DL 5 Res: +10 and deal at least 1 Severe Damage to make a way out. Thanks to the gills, Forestriders can smell scents several dozens of kilometers away.
- Healing Mosses: as long as at least one Portion of Odorous Lichen is attached to one of the creature's Locations (to see how many there are, see the Resources/Food section below and distribute them evenly among the Locations), it decreases by 1 degree one Damage suffered every 2 Rounds, and it's immune to radiation, diseases, infections, poison and Bleeding.

ACTIONS (1):
Attack (Crush AV 15) 2/7/10, Strength +20, this Action includes a Movement. Anyone hit gets pushed as many meters as the difference in DL and Downed if their Strength or Weight is less than the Forestrider's.

Attack (Trample AV 13) 7/1/11, Strength +20, this attack can only hit targets 10m tall or less, which will then be considered in Grapple, as they're crushed under the creature's foot. They suffer 1 Light Damage to each Location per 10Kg of difference with the Forestrider. In addition, a Light earthquake is triggered in a 20m radius.

Defecate: several tons of stools fall from one of the two sphincters (or both, if the creature spends 1d6 SP) in a 5m radius. Anyone beneath the creature suffers 4d6 Light Damage (-1d6 per 10m of height) and will be submerged, starting to suffocate (time to hold your breath is halved and a DL 4d6+10 Body check is required to free yourself). In addition, 1d6x Giant Tapeworms are expelled.

Attack (Grapple AV 30).

REACTIONS (0):
-

"I would never lie to you, so I ask you to believe me when I tell you that my most accurate sensors can't be mistaken and they've recorded images of a Forestrider used by an entire Quadripoid community to migrate; a village filled with hanging huts made of rope and timber was built on its sides, while a tower with an Echo Crystal on top served as a lighthouse for the bizarre expedition..."

Malak-7,
He Who Wields
Copious Words

GOBLIN GRASSHOPPERS

N.B. a single **Goblin Grasshopper** has Danger Level 0.

"Travel Journal; 38th cycle; we reached an abandoned architectural complex built with limestone by a population that has since disappeared. There are evident bite marks and stone dust, signs that clearly point to a horde of Goblin Grasshoppers destroying this place, even its most robust structures. This ancient place probably no longer contains anything useful. It's hard to determine when this could have happened: it could be days, months, or maybe years, but... Hey, what's that noise? Are any of you gnawing on something?"

Squamata Explorer of the Harmonic Quantum Cult

DESCRIPTION

If we had to make a list of Materia's most annoying creatures, Goblin Grasshoppers would surely be in first place. Equipped with long hind and front legs, these insects' toothed jaws perpetually display an evil grin.
Their long and ungraceful legs allow them to take long leaps, making them hard to grab and unpredictable. Moreover, their body is covered in a very resistant carapace.
Their teeth are arranged on several sliding gum lines, making them capable of turning most materials into sawdust.

ECOLOGY

These infesting creatures gather in large groups called "hordes". Such leaping masses are driven by a single purpose: to gnaw and destroy everything in their path. This isn't only because of hunger, above all this need is due to the incessant growth of dozens of small sharp teeth in their jaws, which need constant filing: for this reason they prefer to target resistant but friable materials, such as wood or fragile kinds of stone, even though they get no nourishment from them.
Because of this incessant voracity they're a true plague for the populations they encounter on their path.
The only known method to keep them away is to burn a special type of moss, the False Dream, whose smoke tames them.

DIET
Goblin Grasshoppers are omnivores, having adapted to eat anything, however they become more aggressive when they get a taste of meat.

DIETARY REQUIREMENTS
They need 1 Portion of any Food every 48 hours.

INTELLECT
Non-sentient

ATTITUDE
Displeased towards everyone.

ENVIRONMENT
Desert / Forest / Plains, Animals DL 6+2d6, 4 hours.

RESOURCES/FOOD

1x Portion of *White Meat*, 1x of *Carapace*.

TACTICS

- **Goblin Grasshoppers** need to file their teeth at least once a day for 1d6 hours. They usually target tall mushrooms and other plants, but they're irresistibly drawn to structures such as buildings or monuments.
- **Goblin Grasshoppers** always attack higher Res value objects or Locations, favoring limbs. After destroying the target they were aiming for, they move on to the next destination as a pack.
- **Goblin Grasshoppers**' attitude changes to Indifferent whenever they're exposed to smoke from the burning of *False Dream*, and they immediately stop gnawing.
- **Goblin Grasshoppers** gain +1 to all checks after biting or eating meat, and they'll target other animals with their attacks for the next 2d6 hours.
- **Goblin Grasshoppers** flee when their SP drops below half and continue to gnaw undeterred when they're clinging to a target.

SYSTEM POINTS
18

BODY	REFLEXES	MIND
6	15	3

PHYSIOLOGY:
- **Head:** DL 22 Res: +1
- **Torso:** DL 16 Res: +1
- **Arms x2:** DL 18 Res: +1
- **Legs x2:** DL 18 Res: +1

STATS:
Speed: 10m (they move only by jumping)
Height: 0,4-0,7m
Weight: 4-10Kg
Load: 20Kg

EQUIP:
-

SKILLS:
- **Grappling:** +1
- **Jumping:** +6
- **Climbing:** +3

SPECIAL TRAITS:
- Animal Mind: the creature gains a +2d6 bonus to Mind when targeted by Interaction checks.
- Impressive Jumper: when the creature leaps, it adds +2d6 to the related check.

ACTIONS (2):
Attack (Claws AV 15) this attack doesn't deal any Damage, but targets are automatically Grappled.

Attack (Bite AV 15) 3/6/14, Piercing 4, the creature can only perform a Bite attack on targets it's Grappling with.

REACTIONS (2):
Dodge: +7

HALLUCIDHERM

Description

By far Materia's ecosystem's most bizarre beings, nearly every living creature keeps far away from these large centipedes, due to the substance they exude from their skin: a liquid with lysergic properties so powerful it can enter the bloodstream not only on contact, but also at a distance through the vapors it emits into the air.
Thanks to this, Hallucidermas are able to stop massive predators.

Their long bodies are covered in complex ramifications which, paired with their iridescent color, make these creatures almost invisible in the woodlands where they usually dwell; few know the creature's true appearance, since it appears as a different nightmare to each observer.

Ecology

Hallucidhermas are solitary creatures who move very slowly, as their psychoactive secretions keep away all potential predators, which means they have no need to flee from anyone; they mainly feed on vegetables, which they chew on non-stop, deforesting entire areas as they pass. They can also digest food of animal origin found on the ground, hence their reputation as "Materia's scavengers".

Diet
They're omnivorous, although they prefer fresh vegetables.

Dietary Requirements
1 Portion of *Fibers* every 2 hours or any other Food every hour.

Intellect
Non-sentient

Attitude
Displeased towards non-plant beings, towards whom they're Hostile instead.

Environment
Forest / Swamp, Animals DL 5d6+9, 24 hours.

Resources/Food

1d6x Portions of *White Meat* (a DL 3d6+9, 2 hours, Cooking/Esoterica check is required to make 1x Portion of *Hallucijuice* from each portion of White Meat),
7x Portions of *Carapace*.

Tactics

- **Hallucidhermas** crawl slowly and they're mostly interested in the plants they continuously feed on; they attack any sentient plants they spot and ignore everything else.
- When attacking, **Hallucidhermas** aim for the supporting limbs in order to knock down their opponents and feed on them slowly.
- **Hallucidhermas** fear nothing, not even the largest beasts, but they can be distracted by using any Rare Vegetable Food as bait.
- **Hallucidhermas** never attack animals, unless they're driven by extreme hunger or to defend themselves.

SYSTEM POINTS
42

BODY	REFLEXES	MIND
13	11	6

PHYSIOLOGY:
- **Head:** DL 14 Res: +3
- **Body:** DL 8 Res: +3
- **Legs x60:** DL 17 Res: +3

STATS:
Speed: 4m
Height: 1-1,6m (length 6-8m)
Weight: 180-2600Kg
Load: 70Kg
Strength: +3

EQUIP:
-

SKILLS:
- **Sneaking:** +6
- **Observation:** +3
- **Climbing:** +6

SPECIAL TRAITS:
- Animal Mind: the creature gains a +1d6 bonus to Mind when targeted by Interaction checks and it's immune to fear effects.
- Dorsal Ramifications: the creature gains a +1d6 bonus to Hiding in wooded areas, and any weapon that hits its Torso suffers 1 Light Damage.
- Hallucinogenic Secretions: anyone touching the Hallucidherm risks suffering the psychotropic effects of the liquid it oozes (resist IS 2d6 or this effect halves the targets' Speed and makes them Distracted; the duration is 1d6 Rounds per point below the threshold, and suffer +1 Mental Disorders per 5 points).
  In addition, anyone within 30m receives a malus of -1d6 to Initiative due to the substance's vapors.
  Plant-based beings are immune to this substance.
- Terrifying Face: anyone who looks directly at the Hallucidherm's ever changing face risks becoming Scared (they have to resist NS 1d6 at the start of all of their Turns).

ACTIONS (2):
Attack (Bite AV 10+1d6), 2/8/13, Strength +3, Piercing 2, Range 4m.

Attack (Grapple AV 11).

REACTIONS (0):
-

"What?! Only four shiny stones? Yarblex mad! Stupid Squamata not know what Yarblex had to do to find dream water..."

Dialogue (headed for a violent conclusion) between a Primordian merchant and a customer

HANAN

DESCRIPTION

Also known as Masters of Deception, Hanans are large arachnids with a bluish carapace whose physical structure is arranged in a way that resembles that of a fungal species.
Hanans have a vertical abdomen and their many eyes are arranged in a circle around the base of the body, while their eight agile legs all end in a pair of curved and sharp claws.
Each of these legs has a different shape and it can move independently: this allows Hanans to perform precision work, such as the construction of intricate traps, an art in which they're the undisputed masters.
They have a poisonous gland that can also produce a strong and soft silky filament with which they build webs and other traps to capture prey.
Consequently, anyone who gets entangled in these webs slowly absorbs the poison they're soaked in, which penetrates flesh and corrodes the victim's bones.

ECOLOGY

Hanans are the planet's most skilled trap builders: their multi-jointed limbs can manipulate objects and weave the silk they themselves produce, building intricate traps capable of capturing very large prey.
In addition to the traps they create on the spot, Hanan spiders live in small hunting grounds that they slowly transform into lethal labyrinths, where walls of intricately woven silk threads disorient victims. These places are true nightmares, sometimes built inside caves or dense woodlands. Each Hanan works on its own "masterpiece" - one such labyrinth - expanding it and making it more and more lethal.
Their appearance allows them to camouflage seamlessly in Materia's fungi jungles, as well as within societies such as the Neurofungi's.
Being carnivores, they have no interest in preying on this species and, thanks to a slow process of coevolution, Hanans learned to take advantage of them: they let the fungi infect some of their prey, and keep them alive to be used as servants or bait.
Letting specimens of other species hunt for them is just one of the many deceptions Hanans can concoct to gain the upper hand in the fight for survival, making them a unique threat feared by many of Materia's creatures.

DIET
They're carnivores; they use the poison infused in their webs to dissolve the victims' bones – the only part they would be unable to absorb and digest.

DIETARY REQUIREMENTS
1x Portion of *Meat* and 1 of *Water* every 24 hours.

INTELLECT
Non-sentient

ATTITUDE
Hostile towards anyone they choose as prey, although they're unlikely to attack directly.

ENVIRONMENT
Forest / Mountain / Swamp / Plains, Animals DL 8+3d6, 10 hours.

Resources/Food

6x Portions of *White Meat*, 9x of *Carapace* and 1d6x of Silk (similar to *Fibers*, but when used to make ***Fabric*** it grants Res: +3 and Durability: 3; LD to do so is increased by +2d6; however, the Silk deals the poison's effects for 1d6 days after being secreted).

Tactics

- **Hanans** are solitary hunters who choose the best place to camouflage themselves, where they lie motionless for hours waiting for prey (Perception DL 3d6+6). They're usually encountered in areas inhabited by ***Neurofungi***, camouflaged among them.
- **Hanans** usually strew their hunting grounds with traps; when encountering them, there will always be at least 1d6 triggered traps scattered around the area (choose traps randomly from those listed above) which the creatures use to lure in opponents.
- **Hanans** rarely attack directly: they usually wait for prey to be immobilized by their traps and poison, then feed on them.
- If forced into a direct fight, **Hanans** always aim for the Head when attacking.

"Our first task is finding one of them, son. The second is sticking with it for enough time to learn his art. And the third? The third is coming back alive, if you can, to use what you saw for the good of your tribe."

A Burnt Lands Nomads shaman illustrates the rite of passage to a young hunter

SYSTEM POINTS
44

BODY	REFLEXES	MIND
12	17	1

PHYSIOLOGY:
- **Head:** DL 18 Res: +0
- **Body:** DL 10 Res: +0
- **Legs x8:** DL 12 Res: +3

STATS:
Speed: 8m (it can climb walls without taking any Climbing check)
Height: 1,6 - 2m
Weight: 80 - 120Kg
Load: 60Kg
Strength: +2

EQUIP:
-

SKILLS:
- **Sneak:** +6
- **Engineering** : +5
- **Observation:** +5
- **Tailoring:** +8

SPECIAL TRAITS:
- Animal Mind: the creature gains a +2d6 bonus when targeted by Interaction checks and to resist on NS.

- Unique Gland: each day, the creature can produce 1d6x Portions of Silk (see Resources/Food below) +1 per portion of food ingested above its daily requirement.
  Since the weaver gland is also a poison gland, anyone who comes into contact with the secreted web will slowly suffer the poison's harmful effects (resist IS 1d6 every 2 Rounds of contact, or suffer +1 Pain to the Locations hit per point of difference; if a Location collects a Pain malus of 5 or more, it will become Unusable since the poison completely dissolved the bone inside it. This malus is recovered at a rate of 1 per day).
  If the creature's Torso takes one Severe Damage, it will no longer be able to produce poison until it heals itself; furthermore, Hanans are immune to all types of poison.

- Fungi Camouflage: in areas strewn with giant mushrooms, the creature gains a +1d6 bonus to Hiding checks.

ACTIONS (2):
Attack (Leg AV 16), 3/9/14, Strength: +2, Piercing 6, the creature can choose to Grapple with a hit target.

Attack (Grapple AV 12 +1 per Leg used).

Build Trap: the creature can secrete a Portion of Silk and instantly build a trap (in order to do this in a single action, the creature must have at least 4 free legs, and it can only build one trap per round). A 2d6+6 Observation check is required to spot the trap, and targets must use a Dodge Reaction with a bonus of at least 2d6 to avoid it. The trap is chosen (or randomly determined) from those listed below:
1. The creature digs a 3m hole underneath it, covering it with silk and soil, then backs away; anything weighing 10Kg or more won't be able to cross the web and will fall into the pit.
2. The creature weaves a noose and hangs it from a nearby ledge; anyone under 100Kg who steps on it gets caught in it and lifted 1d6m (a DL 3d6+3 Body check is required to break free).
3. The creature weaves two silk threads between two ledges; anyone crossing the area gets entangled in the web and falls to the ground, Immobilized (a DL 2d6+4 Body check is required to break free).
4. The creature creates a retractable silk whip with a rock tied to the top; whoever triggers it gets hit and thrown at high speed (AV 2d6+10, Damage 2/7/13, attack to the Torso).
5. The creature builds a snap contraption that shoots a silk web to the face of anyone who triggers it (AV 1d6+11 attack; targets hit become Blinded and start choking; a DL 1d6+8 Body check is required to break free).
6. The creature weaves a silk thread a few centimeters off the ground; anyone who touches it becomes Hindered and suffers 1d6 Light Damage to the affected limb (a DL 3d6+2 Body check is required to break free).

REACTIONS (2):
Dodge: +8

HOARDER AMOEBA

DESCRIPTION

Some invertebrate, shapeless creatures evolved from ferromagnetic materials and developed the ability to naturally attract any type of metallic scrap they encounter to their bodies. Even the smallest ferrous fragments adhere to and merge with the creature's body, accumulating on its back. Thanks to this process, Hoarder Amoebas gain considerable protection over time, a sort of impenetrable shell that defends them from any predator attacks .

Thanks to their innate magnetic ability they're able to move around by crawling, and when attacked they can alter their shape, producing metal thorns which they use to pierce enemies.

ECOLOGY

Hoarder Amoebas are not aggressive creatures, they usually don't live in places frequented by other living beings, in order to be left alone. They spend their entire lives accumulating metallic waste on their bodies, which slowly turn into ever larger clusters that can reach considerable sizes.
Their unique way of moving and growing day after day makes them very solitary creatures: if two Hoarder Amoebas get too close, they end up attracting each other magnetically and merging into an inextricable agglomeration of metal and gelatinous body, often killing each other as they attempt to absorb each other, unless one of them is much larger than the other.
When two Amoebas with different masses meet, one will be able to attract and engulf the other – an act of involuntary cannibalism (or so it seems) that further contributes to its body's constant growth .
Given these characteristics, there is no information on how they reproduce, though many speculate they can split in two under specific circumstances, which are perhaps linked to places with high natural or artificial magnetism.

DIET

They apparently don't need any external nourishment. It is commonly believed that they absorb part of the metallic molecules their shells are made of, which they then break down and absorb through unique enzymes.

MINOR

DESCRIPTION

The smaller Amoebas are limited in size, although they're able to carry greater metallic mass compared to their body mass: they don't pose any real threat, if you don't try to steal part of their scraps collection and leave them free to roam.

ECOLOGY

DIETARY REQUIREMENTS

-

INTELLECT

Non-sentient

ATTITUDE

Indifferent towards everyone (their attitude can't change).

ENVIRONMENT

Desert / Swamp / Underground / Vulcanic, Animals DL 2d6+9, 11 hours

Resources/Food

10x Portions of *Resin* (each possessing magnetic abilities such as those described above, though their force is halved).

Tactics

- **Minor Hoarder Amoebas** can usually be encountered alone in remote locations and they hardly pose any danger unless they're disturbed.
- **Minor Hoarder Amoebas** move towards any metal sources they detect, and only attack those trying to take part of their metal shells or anyone who attacks them first.
- **Minor Hoarder Amoebas** never chase after their enemies, they tend to use their body spikes as a deterrent (they always aim for the Torso).

System Points 45

Body	Reflexes	Mind
15	5	1

Physiology:

- **Central Mass:** DL 12 Res: +4

Stats:

Speed: 3m (it can climb walls without taking any Climbing check)
Height: 0,9-1,6m (taking into account the metallic shell)
Weight: 100 - 190Kg
Load: 200Kg

Equip:

Roll 1d6 three times to determine what the shell is made of: 1) 1d6x Portions of *Simple Metal* 2) 1x *Metal Alloy* 3) 1x ***Dagger*** + 1x ***Container*** both made of *Metal* 4) 1x *Precious Metal* 5) ***Medium Shield*** made of *Metal* 6) 1x ***Tool*** + 1x ***Trinket***

Skills:

-

Special Traits:

- Brainless: the creature can't be influenced with Interaction checks and it's immune to psychological effects. It has no senses other than touch, but it detects metals in a 100m radius.

- Innate Magnetism: any metallic object within a 6m radius moves 1d6m per Round towards the Amoeba and clings to it magnetically: to keep hold of an object that's being pulled towards the Amoeba you have to tie it down, or pass a DL 3d6 Body check (metallic beings such as Mecha-Suits have to do this as well, spending a Reaction). Metal weapons will stick to the creature's body if used to hit it.
The same check is required to extract an object that's attached to the Amoeba, and its magnetism persists even after death.
If the creature is subjected to electric shocks, for each degree above Light increase by 1d6 its Speed, the area of magnetic influence and the amount of meters traveled by any metallic body within this area, in addition to the DL to keep hold of it or extract it from the body.
Anyone attempting to hit the Amoeba with metal bullets gains a +1d6 AV bonus.

- Shapeless Body: the creature is immune to Pain and Bleeding, as well as to the effects of radiation and electricity: it suffers the effects of medium-high or higher temperatures and medium-low or lower temperatures as if they were 1 degree less intense.

Actions (1):

Attack (Body Spikes AV 10+1d6) 1/5/13, Piercing 1d6, this attack hits anyone within 1m of the Amoeba and 2 Reactions are required to dodge the spikes.

Reactions (1):

The creature can use its ***Body Spikes*** attack as a Reaction.

Greater

Description

As Hoarder Amoebas increase their metallic shells, they also increase in body size, reaching considerable masses; although their behavior isn't aggressive, their mere presence can prove to be a serious threat to the environments they pass through and to the creatures that inhabit them.

Ecology

Dietary Requirements
-

Intellect
Non-sentient

Attitude
Indifferent towards everyone (their attitude can't change).

Environment
Desert / Swamp / Underground / Vulcanic, Animals DL 2d6+16, 21 hours.

Resources/Food

20x Portions di *Resin* (each possessing magnetic abilities such as those described above, though their force is halved).

Tactics

- **Greater Hoarder Amoebas** dwell alone, and they can thrash entire villages when passing through them.
- **Greater Hoarder Amoebas** move towards any metal sources they detect and crush anything that stands in their way; the only way to make them change course is to lure them away with big amounts of metal.
- **Greater Hoarder Amoebas** never chase after their enemies, they tend to use their ***Body Spikes*** as a deterrent (they always aim for the Torso).

"I guarantee it, the Lemurites living beyond the Overturned Lands learnt to follow these bizarre creatures to find raw materials and treasures from the Ancient Human Empire hidden in the sands of time. It's a great strategy, as long as they can get to the scraps first; tearing scraps from an Amoeba's jaws is no easy feat. For instance, I remember that time my robotic friend found..."

Sna'Pat Wandering Lemurite,
as he bores his fellow adventurers with his tales

SYSTEM POINTS 57

BODY	REFLEXES	MIND
20	3	1

PHYSIOLOGY:

- **Cental Mass:** DL 9 Res: +6

STATS:

Speed: 5m (it can climb walls without taking any Climbing check)
Height: 3-4,5m (taking into account the metallic shell)
Weight: 500 - 900Kg
Load: 400Kg

EQUIP:

Roll 1d6 twice to determine what the shell is made of:
1) 2d6x Portions di *Simple Metal* +1x ***Small Shield*** made of *Metal* 2) 1d6x *Metal Alloy* 3) 1x ***Mace*** + 1x ***Container*** +1x ***Composite Armor,*** all made of *Metal* 4) 1d6x *Precious Metal* 5) ***Large Shield*** + ***Simple Armor***, both made of *Metal* 6) ***Tool*** + ***Trinket*** + ***Lock*** + ***Trap***

Roll 1d6 again to determine what else their shell is made of:
1) 1x ***Heavy Armor*** + ***Saber*** made of *Metal* 2) 1x ***Deathchain*** + 1d6x ***Tool*** 3) 1x ***Bladeshield*** + ***Jewel*** 4) 1x ***Mechanical Exoskeleton*** + ***Nails*** 5) ***Lantern*** + ***Tool*** + ***Hammer*** 6) ***Hi-Tech Tool*** + ***Trinket***

SKILLS:

-

SPECIAL TRAITS:

- **Brainless:** the creature can't be influenced with Interaction checks and it's immune to psychological effects. It has no senses other than touch, but it detects metals in a 100m radius.

- **Innate Magnetism:** any metallic object within a 6m radius moves 1d6m per Round towards the Amoeba and clings to it magnetically: to keep hold of an object that's being pulled towards the Amoeba you have to tie it down, or pass a DL 3d6 Body check (metallic beings such as Mecha-Suits have to do this as well, spending a Reaction). Metal weapons will stick to the creature's body if used to hit it. The same check is required to extract an object attached to the Amoeba, and its magnetism persists even after death.

  If the creature is subjected to electric shocks, for each rank above Light increase by 1d6 its Speed, the area of magnetic influence and the amount of meters traveled by any metallic body within this area, in addition to the DL to keep hold of it or extract it from the body.

  Anyone attempting to hit the Amoeba with metal bullets gains a +1d6 AV bonus.

ACTIONS (1):

Attack (Body Spikes AV 15+2d6) 0/5/10, Piercing 1d6, this attack hits anyone within 3m of the Amoeba and 2 Reactions are required to dodge the spikes.

Attack (Crush AV 19) 2/9/14 Strength: +10, this Action includes a Movement; anyone hit is automatically considered in Grapple if their size is inferior to the Amoeba's.

Attack (Grapple AV 22) anyone Grappling with the Amoeba starts to suffocate.

REACTIONS (1):

The creature can use its ***Body Spikes*** attack as a Reaction.

HOOK PREDATOR

Description

Hook Predators are the largest predatory land mammals, with bodies and weapons naturally suited to hunting Materia's most imposing creatures. These quadrupeds are equipped with massive but agile bodies, mostly thanks to the highly developed muscles of their hind limbs, allowing them to leap considerably. They're also covered in thick brown hair that protects them from the harshest climates. Their heads are literally encapsulated in huge, incredibly sharp bone wedges, which they use to anchor themselves to larger victims by planting these directly into their flesh; they also have long retractable hooked claws on the back of their legs, allowing them to climb any walls with extreme ease.

Ecology

They live in many different types of habitats, but favor areas rich in vegetation where they can camouflage and set up ambushes. They don't fear any other creatures, to the point of not stopping even in the face of the great Forestriders. Once they pounce onto their target, they pierce it with their rostrum; the latter opens up in sync with their jaws, further worsening the wound.
Hook Predators are extremely wild and territorial creatures. Although many have tried to capture a live specimen with the intent of taming it, each attempt proved to be a lethal failure.

Diet
They're carnivores.

Dietary Requirements
2x Portions of *Meat* and 1 of *Water* every 24 hours.

Intellect
Non-sentient

Attitude
Displeased towards everyone and Hostile towards anyone who comes within less than 50m of their lair.

Environment
Forest / Mountain / Swamp, Animals DL 15+6d6, 40 hours.

Resources/Food

1x *Barbed Heart*, 6x Portions of *Red Meat*, 8x Portions of *Bones* (two of which come from the front rostrum; rostrum bones grant a +5 Res bonus when used to craft items, but working them will have a malus of +2d6 to DL).

Tactics

- **Hook Predators** live in family units of 1d6 individuals. When they go hunting, the males sometimes come together to take down bigger prey; in such cases, they get a +1 bonus to the attacks' AV per member in sight.
- **Hook Predators** hide to try and surprise opponents (Perception DL 10+3d6).
- When attacking, Hook Predators always aim for their opponents' largest Location and try to cling to larger opponents with their rostrum.
- **Hook Predators** ignore Pain and Unusable Conditions when their SP drops below half.
- **Hook Predators** constantly guard their lairs; they get a +1d6 bonus to Initiative if anyone comes within 50m of their lairs, and whenever they're hungry.

"Hook Predators pack tactics are among the most effective on Materia: it's no coincidence that hunters from many different tribes base their initiation rites on these creatures. Usually, however, such ceremonies only involve the symbolic and totemic summoning of Hook Predators – an actual flesh and blood specimen is almost never involved. usually those who get this idea quickly change their mind."

Ulharr the Living Encyclopedia

System Points 85

Body	Reflexes	Mind
20	15	4

Physiology:

- **Head:** DL 13 Res: +10
- **Torso:** DL 8 Res: +2
- **Legs x4:** DL 10 Res: +2
- **Rostrum:** DL 12 Res: +0

Stats:

Speed: 10m
Height: 2-2,8m
Weight: 5.000-7.000Kg
Load: 100Kg
Strength: +10

Equip:

-

Skills:

- **Sneaking:** +6
- **Swimming:** +2
- **Perception:** +9
- **Jumping:** +12
- **Climbing:** +12

Special Traits:

- Large: each Location must suffer 1 extra Damage per degree before moving on to the next degree.
- Animal Mind: the creature gains a +2d6 bonus to Mind when targeted by Interaction checks and to resist on NS.
- Multiple Vision: their many eyes allow Hook Predators to see perfectly in any light conditions without suffering any malus.
- Hair and Thorns: the thorns on their backs deal 1 Light Damage to any weapon used to attack them from above. Their thick coat allows them to perceive the effects of Low or lower intensity temperatures as if they were 2 degrees higher.
- Predator's Assault: Hook Predators have a +1d6 bonus to Initiative and they can perform a movement as a Free Action to approach anyone taken by surprise or with a lower Initiative score in the first Round of an Action scene.

Actions (3):

Attack (Grapple AV 18).

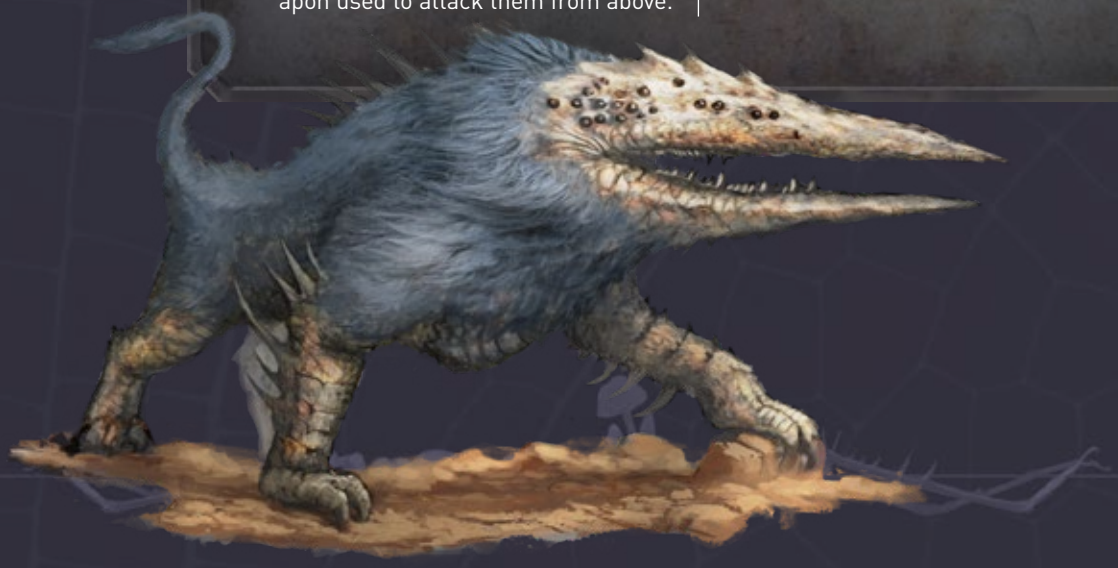
Attack (Claw AV 20) 2/7/11, Strength: +10, when the creature hits with two attacks of this type, it Grapples with the target: if the target is bigger, the creature clings to it; if smaller, the target is Downed. The creature can perform up to two of these attacks per Round.

Attack (Rostrum AV 15) 1/8/11, Strength: +10 Piercing 10, this Action may include a Movement: Jumping. When the creature hits a larger target, it plants the rostrum into the target's flesh and Grapples with them. The creature can only perform one of these attacks per Round. In subsequent Rounds it can use an Action to spread his jaws, thus widening the wound inflicted and causing +1d6 Bleeding.

Reactions (1):

Dodge: +7

Parry: +12 (uses its rostrum)



HYENA MANTIS

Description

Hyena Mantises are quadruped predators, equipped with a pair of extra limbs in the lower part of their bodies capable of snapping like traps, imprisoning their prey in the blink of an eye. They usually prepare ambushes to immobilize prey and slowly devour them while they're still alive.
Their front supporting legs are equipped with long retroverted claws, useful for climbing any surface, and their backs are studded with thorns that protect them from the incursions of larger aerial predators, such as ***Felikors***.
These animals have many eyes, located just under their jaws; they also probe the world around them through their two antennas, which are long enough to reach the ground.

Ecology

They live in packs and inhabit Materia's driest areas, constantly hunting for prey to feed on. Thanks to their pack tactics they're able to take down targets much larger than themselves. They're also scavengers: once again they make use of the pack's numbers to make other, larger predators desist from eating what they just hunted, taking advantage of the work done by other animals.

Diet
They're carnivores, and don't disdain the meat of animals that have been dead for days.

Dietary Requirements
1 Portion of *Meat* every 24 hours and 1 of *Water* every 72 hours.

Intellect
Non-sentient

Attitude
Hostile towards all animals,
Displeased towards other beings.

Environment
Desert / Plains / Vulcanic, Animals DL 2d6+4, 30 hours.

Resources/Food

3x Portions of *White Meat*, 3x Portion of *Carapace*.

Tactics

- **Hyena Mantises** are not easily tamed (Animals DL 10+3d6, 26 hours).
- **Hyena Mantises** move in groups of 3d6 specimens in search of prey, who they try to surround stealthily; they receive +1 Reaction when more than one specimen is attacking the same target.
- **Hyena Mantises** prefer targets that are tired after a hunt, from which to steal prey; they approach these targets and try to make them flee (resist NS 1 for each specimen present, or targets become Scared for as many Rounds as the difference).
- When attacking using their claws, **Hyena Mantises** always aim for the Torso, while they always aim for the Head with their Bite attacks.
- **Hyena Mantises** can sense earthquakes minutes before they occur; any shock or very intense vibration of the ground will cause them to flee and give them a -1d6 malus to Initiative.
- A single **Hyena Mantis** always launches the first attack while the rest of the pack Waits; if within 1 Round the first attacking **Hyena Mantis** doesn't suffer Medium Damage or worse, they attack all together; otherwise, they flee or wait at a safe distance.

System Points
23

Body	Reflexes	Mind
11	11	3

Physiology:
- **Head:** DL 16 Res: +1
- **Torso:** DL 11 Res: +1
- **Legs x4:** DL 13 Res: +1
- **Arms x2:** DL 15 Res: +1

Stats:
Speed: 10m
Height: 1,5-1,9m
Weight: 90-110Kg
Load: 55Kg

Equip:
-

Skills:
- **Observation:** +4
- **Jumping:** +7
- **Sneak:** +3
- **Climbing:** +4

Special Traits:
- **Sudden Leaps:** when they move they perform very long (or high) jumps. When they do, they can never be attacked in Reaction except in Rounds in which you Waited.
- **Animal Mind:** the creature gains a +1d6 bonus to Mind when targeted by Interaction checks.
- **Sensing Vibrations:** thanks to their antennas, Hyena Mantises are able to sense any moving target on the ground within 200m.
- **Dorsal Spikes:** when attacked to the Torso or to the Head, the weapon used to hit the creature suffers 1 Light Damage from the thorns (if these Locations take at least one Medium Damage, this ability is no longer active: thorns will be considered destroyed and will have to grow back).

Actions (2):
Attack (Claws AV 15), 3/6/14, Strength +1, if this attack is carried out after performing a Movement Action, the opponent receives -1 Reactions to use against the creature.
Anyone hit by this attack is automatically Grappled.

Attack (Bite AV 16), 2/6/11, Strength +2, this Action can only be performed against targets in Grapple, and if it deals Damage the creature may recover 1 SP +1 per degree of Damage above Light.

Attack (Grapple AV 14).

Reactions (1):
Dodge: +6

"You think nothing can stop a Hook Predator from eating its meal? I've seen a pack of Hyena Mantises not only steal the carcass of a downed Forestrider, but also kill the Hook Predator who hunted it. It was still waving its legs as they ate it: dozens of them feasted on its still throbbing entrails, and on its prey's..."

Ulharr, the Living Encyclopedia

KIROS

Description

Kiroses are medium-sized quadruped mammals, among the few widely domesticated species on Materia. Their bodies, covered in bristly, thick hair in colors ranging from red to deep purple, are dominated by heads with hypertrophic ears, jaws with sharp teeth and no visual organs.

An organelle located in the middle of their forehead grants them echolocation abilities that are unmatched in the entire animal kingdom, making them very skilled hunters. Thanks to their semi-opposable clawed fingers they're able to climb almost anything, as well as grab small objects and manipulate them, albeit with some limitations.

N.B. a single Kiros has Danger Level 0.

Ecology

Given their small size, Kiroses mix predatory behaviors with other types of actions aimed at defending from the many perils Materia poses every day. During the hottest hours of the day, they take refuge under the tallest mushrooms to rest, and during the night they go on hunting sprees using their unique senses.
They mostly prey on insects and other small creatures, climbing from plant to plant, always listening for the most imperceptible sounds.

Diet
They're carnivores, but they rarely attack bigger preys.

Dietary Requirements
1 Portion of *Water* or 1 of *Meat* every 24 hours.

Intellect
Non-sentient

Attitude
Hostile towards anyone smaller than them.

Environment
Forest / Swamp / Plains, Animals DL 3d6+1, 11 hours.

Resources/Food

2x Portions of *White Meat*, 2x *Hides*, 2x *Bones*.

Tactics

- **Kiroses** have strong bonds with their family and encountering them in groups is very common; when they're in a group, they gain a +1d6 bonus to Initiative.
- **Kiroses** tend to be sociable, although they keep away from strangers; they can be domesticated by passing a DL 3d6+5, 23 hours Animal check.
- **Kiroses** only attack if cornered or to hunt, and they always aim for the limbs to Down prey and drag them into their dens, always located at dizzying heights.
- **Kiroses** always flee when faced with larger creatures.
- **Kiroses** suffer a malus of -1d6 to all checks when their sleep-wake cycle is altered for more than two days in a row; this effect persists until the cycle is restored (normally they sleep during the day and stay awake at night).

System Points
25

Body	Reflexes	Mind
10	12	3

Physiology:
- **Head:** DL 17 Res: +0
- **Torso:** DL 12 Res: +0
- **Legs x4:** DL 15 Res: +0

Stats:
Speed: 9m
Height: 0,4-0,6m
Weight: 10-30Kg
Load: 50Kg
Strength: +0

Equip:
-

Skills:
- **Listening:** +7
- **Smelling:** +1
- **Grappling:** +4
- **Sneaking:** +4
- **Swimming:** +1
- **Climbing:** +5

Special Traits:
- Prehensile Limbs: Kiroses can wield small objects with their front legs, although they're only partially able to manipulate them; they can't attack or perform any Technique, Art or Survival checks with these objects
- Echolocation: Kiroses can't see, but they make up for this with extraordinary hearing: using a sort of sonar, they detect the location of objects in real time and with precision within a 10m radius. If they suffer Severe Damage to their Head, this ability stops working until they recover the damage, and all negative conditions due to sound effects are doubled.
- Animal Mind: the creature gains a +1d6 bonus to Mind when targeted by Interaction checks.

Actions (2):
Attack (Bite AV 14) 2/7/14 Strength +2, automatically Grapples hit targets. The creature can only perform one Action of this type per Turn.

Attack (Grapple AV 14)

Reactions (1):
-

"In memory of my one true love; may I in dreams still feel your little paws scratching at my hips, looking for attention."

Funerary inscription by an anonymous Clone in honor of his faithful Kiros companion, who died of old age

KYRBIANS

DESCRIPTION

It's a surprising thought for anyone who's ever met one, but Kyrbians are actually among the smallest non-microbial life forms on Materia. They're tiny polyps capable of creating a calcium structure around their body and molding it, making it move thanks to their extensive filaments.
These creatures' bodies have two unique traits.
First of all, their tough skeleton grows continuously, reaching an impressive size over the years: the organism inside is thought to be immortal and able to grow incessantly. Secondly, their coating commonly takes on a humanoid appearance, allowing the creature to better interact with the world around it.

ECOLOGY

Kyrbians have a semblance of intellect: they grow almost everywhere, and they begin to move just a few weeks after starting to develop their mineral shells, behaving mischievously and showing curiosity towards anything they can play with. As Kyrbians grow, they go through an intermediate stage where they are particularly grumpy and quarrelsome even amongst themselves, especially when they're in a group. Their intellect seems to grow along with their external body: they reach a level of wisdom and depth which may be greater than that of many other sentient beings, just when their size prevents them from forming any relationships with other species capable of thought. Once they reach this phase in their lives, they usually withdraw above the woods and reach the mountain tops.

DIET

Kyrbians feed on the water condensation that gets trapped within their calcium exoskeleton.

YOUNG

DESCRIPTION

These small newborn specimens don't possess any kind of intellect and are driven by an intrusive curiosity. They're attracted to all kinds of objects, specifically to colorful and eye-catching artifacts, so they're often regarded as an annoying infestation.

ECOLOGY

DIETARY REQUIREMENTS

1 Portion of *Water* every 15 days.

INTELLECT

Non-sentient

ATTITUDE

Displeased towards everyone and Hostile towards those who don't let them interact with the items they took an interest in.

ENVIRONMENT

Forest / Desert / Coastal / Mountain / Swamp / Plains / Underground / Vulcanic, Animals DL 2d6+4, 9 hours.

RESOURCES/FOOD

2x Portions of *Stone*.

Tactics

- **Young Kyrbians** usually run in groups of 2d6 individuals.
- **Young Kyrbians** are very curious and aim to take possession of the highest Rarity object they see, attacking anyone who gets in their way or doesn't voluntarily give them the desired object (which they then play with or fight over until it breaks).
- **Young Kyrbians** always aim for the limbs with which creatures are holding the items they took an interest in.
- **Young Kyrbians** can be easily influenced by offering them different types of items (+1d6 to this check for each degree of Rarity above Common).

System Points 23

Body	Reflexes	Mind
13	13	3

Physiology:

- **Head:** DL 17 Res: +2
- **Torso:** DL 12 Res: +2
- **Arms x2:** DL 14 Res: +2
- **Legs x2:** DL 14 Res: +2

Stats:

Speed: 6m
Height: 50-70cm
Weight: 40-55Kg
Load: 80Kg
Strength: +3

Equip:

-

Skills:

- **Sneak:** +5
- **Brawling:** +5
- **Climbing:** +2

Special Traits:

- Animal Mind: the creature gains a +2d6 bonus to Mind when targeted by Interaction checks and to resist on NS.
- Hidden Core: each specimen's vital core is hidden inside its calcareous shell (roll 1d6: 1,2,3 = Torso, 4,5,6 = Head) and it will only be considered Dead if that Location gets destroyed. Having virtually no nerve endings and blood ducts along its body, the creature is immune to Pain and Bleeding effects.
- Calcium Regeneration: the creature decreases by 1 the Degree of one Damage taken every 24 hours, and it automatically regenerates a destroyed limb every 48 hours.

Actions (2):

Attack (Fist AV 11), 2/9/13 Strength: +3

Attack (Fist AV 12)

Reactions (2):

Dodge: +3
Parry: +5

Adolescent

Description

Much like animals in the throes of strong hormonal bouts, these burly specimens are stubborn and quarrelsome: they won't hesitate to use violence on anyone who contradicts them or who they simply can't understand due to their limited intellect, and this also applies to their own kind.
The innate curiosity towards strange and rare objects carries over from their infancy; they still collect items and are willing to stubbornly fight over them: they are easily influenced, although it's very difficult to effectively communicate with them without being misunderstood.

ECOLOGY

Dietary Requirements
1 Portion of *Water* every 5 days.

Intellect
Semi-sentient

Attitude
Hostile towards everyone, Indifferent towards their own kind.

Environment
Forest / Desert / Coastal / Mountain / Swamp / Plains / Underground / Vulcanic, Animals DL 3d6+6, 13 hours.

RESOURCES/FOOD

5x Portions of *Stone*.

TACTICS

- **Adolescent Kyrbians** run in groups of 1d6 specimens and spend their time arguing over trivial matters, often brawling amongst each other.
- **Adolescent Kyrbians** are very quarrelsome and will start a fight with anyone who contradicts or hinders them, leaving little room for negotiation.
- **Adolescent Kyrbians** are easily influenced if they're offered unique items (+1d6 to Interaction checks for each degree of Rarity above Uncommon).

SYSTEM POINTS
57

BODY	REFLEXES	MIND
17	10	7

PHYSIOLOGY:
- **Head**: DL 15 Res: +4
- **Torso**: DL 12 Res: +4
- **Arms x2**: DL 10 Res: +4
- **Legs x2**: DL 10 Res: +4

STATS:
Speed: 8m
Height: 2,2-2,8m
Weight: 190-250Kg
Load: 100Kg

EQUIP:
Roll 1d6 for each specimen: **1,2)** *Nothing* **3)** *Bag containing 1d6-1 Bones + 1x Trinket* **4)** *1d6x Precious Stones* **5)** *1x Jewel or Hi-Tech Tool* **6)** *1x Staff*

SKILLS:
- **Heavy Weapons**: +4
- **Brawling**: +9
- **Climbing**: +4

SPECIAL TRAITS:
- Animal Mind: the creature gains a +1d6 bonus to Mind when targeted by Interaction checks and to resist on NS.
- Hidden Core: each specimen's vital core is hidden inside its calcareous shell (roll 1d6: 1,2,3 = Torso, 4,5,6 = Head) and it will only be considered Dead if that Location gets destroyed.
  Having virtually no nerve endings and blood ducts along its body, the creature is immune to Pain and Bleeding effects.
- Calcium Regeneration: the creature decreases by 1 the Degree of one Damage taken every 8 hours, and it automatically regenerates a destroyed limb every 24 hours.

ACTIONS (2):
Attack (Punch AV 16) 2/6/11, Strength: +7, if this attack hits by 5 or more points the target is also Downed.

Attack (Grapple AV 17).

REACTIONS (1):
Parry: +9
Dodge: +5

ELDER

DESCRIPTION

During the most advanced cycle of a Kyrbian's life, the creature reaches gargantuan dimensions, far exceeding the treetops. Their wanderings become rarer and rarer, as they tend towards stasis and reflection while their central nucleus expands, acquiring an ever deeper and calmer consciousness. In this state they usually stop moving completely, becoming part of the landscape: some of them have been standing still for centuries, perhaps millennia, and are now indistinguishable from mountain formations, except for the vaguely human traits these sometimes present.

ECOLOGY

DIETARY REQUIREMENTS
1 Portion of *Water* every 2 hours.

INTELLECT
Sentient

ATTITUDE
Indifferent towards everyone.

ENVIRONMENT
Desert / Forest / Coastal / Mountain / Plains / Vulcanic, Animals DL 5d6, 5d6 hours.

RESOURCES/FOOD

20x Portions of *Stone*, 2d6x *Precious Stones*, 2d6x *Chemicals*, 2d6x *Metal*, 1d6x *Precious Metal*, 1d6x *Ephemeral Leaves*, 2d6x *Odorous Lichen*, 2d6x *Foulshroom*.

TACTICS

- **Elder Kyrbians** are solitary and static; you could find yourself standing on their bodies without realizing it, and even build structures and inhabited centers on it, since they usually stay in the same spot for years.
- **Elder Kyrbians** are indifferent to anything that happens on a smaller scale, and they don't interact with anyone who isn't at least a third of their size or who hasn't caused them any major harm.
- When **Elder Kyrbians** decide to move after being stationary for a long time, it takes them 1 Round +1 for every 5 years spent standing still to get up, and only then do they begin to move.

SYSTEM POINTS 100

BODY	REFLEXES	MIND
99	3	25

PHYSIOLOGY:

- **Head:** DL 0 Res: +9
- **Torso:** DL 0 Res: +9
- **Arms x4:** DL 0 Res: +9
- **Legs x2:** DL 0 Res: +9

STATS:

Speed: 30m
Height: 40-60m
Weight: 400.000-600.000Kg
Load: 2000Kg

EQUIP:

All kinds of objects are stored inside their body's tunnels: for every 3d6m traveled, roll 1d6: **1,2,3** = nothing is found, **4** = Random Encounter, **5** = determine a random Rare Artifact, **6** = Random Encounter + Random Unique Artifact (use the table provided in the ***Text of Traditions paragraph 4.5*** for random encounters in *Underground Terrain*).

SKILLS:

One Skill of your choice between: Art, Technology and Survival with a +10 bonus.

SPECIAL TRAITS:

- Gargantuan: the creature must suffer 4 extra Damage per degree on each Location before moving on to the next degree. Its body is full of tunnels and must be treated as Underground Terrain (see the ***Text of Traditions paragraph 4.5. Terrains***) if explored. A DL 20+2d6, 1 hour Investigation check is required to discover the exact location of the Core (roll 1d6: 1,2,3 = Head, 4,5,6 = Torso), which is 3m in diameter and must be destroyed in order to kill the creature (DL 5 to hit it).
- Higher Mind: the creature is immune to Fear and Morale effects; it can communicate telepathically with anyone touching its body and it can perform Interaction checks with them.
- Calcium Regeneration: the creature decreases by 1 the Degree of one Damage taken every hour, and it automatically regenerates a destroyed limb every 2d6x months.

ACTIONS (1):

Attack (Fist/Foot AV 10) 2/5/8, Strength +89, Reach 12m, the attack hits a 6m area and anyone within the area suffers the related Damage to all Locations (treat the attack as if it were aimed at the Torso); a hole of the same size and 3d6m deep is left in the affected area and a Faint intensity Earthquake is perceived within a 1d6x100m radius. Anyone hit is also Downed if they're shorter than half the Kyrbian's height and Immobilized if they're shorter than a quarter of the Kyrbian's height, until the Kyrbian keeps its limb in that position (the only possible action is performing a Grapple check to try and move it).

Attack (Grapple AV 99).

REACTIONS (0):

-

"Kyrbian, Kyrbian in the mountain,
your wisdom will be my den.
Kyrbian, Kyrbian belly of stone,
look to the star and leap over the top..."

Popular nursery rhyme among the Dawn Pilgrims

KZERNOG

Description

Due to the scarcity of edible plants, there are few herbivores on Materia. Among these, the massive Kzernogs stand out, large quadrupeds endowed with extraordinary strength thanks to their incredible muscles.
Extremely wild and almost impossible to breed, they're characterized by a bone outgrowth on their flattened snout that develops into a huge, tough vertical horn, which they strengthen from a very early age by challenging each other violently.
Inside their large throat is a stomach that allows them to digest virtually any material, even inorganic, without any consequences.

Ecology

They live in herds led by an alpha specimen, usually the group's most powerful female and the one with the most developed frontal calcification; they hardly fear bigger predators, and they don't usually flee when threatened, preferring instead to try and intimidate their attackers.
The herd's leader usually steps up and faces any attackers directly, provided the attacker wasn't sent running by the hellish cries Kzernogs let out whenever they feel threatened. If the herd's leader gets defeated, the rest of the herd flees.

Diet
They're strictly herbivores, although their special stomach allows them to digest literally any material.

Dietary Requirements
1 Portion of *Water* and 3 of *Fibers* every day.

Intellect
Non-sentient

Attitude
Indifferent towards anyone who doesn't get too close to the herd, towards whom they will instead be Hostile.

Environment
Desert / Plains, Animals DL 3d6+3, 17 hours.

"This is fresh resin, this is a piece of reflective metal and these are three bottles of Glucodia juice: you get all of it if you hold out for more than a song on the back of that beast..."

Gerrok
the Bet-Winner

Resources/Food

5x Portions of *Red Meat*, 7x of *Bones* (when used for building, each portion provides +1 Res and Durability but also gives a +5 malus to the Craft check), 6x of *Hides*.

Tactics

- **Kzernogs** live in herds of 1d6+2 specimens usually led by an alpha, the largest dominant female of the group (she has +5 SP and +1 Res).
- **Kzernogs** let the herd's leader fight, letting out their terrifying cries when attacked, and they flee if she's defeated.
- **Kzernogs** try to intimidate their opponents while backing away in order to charge them (if they don't flee); they always aim for the Torso and only use their hooves when they're unable to move, aiming for the Head (they can also hit targets that are standing behind them).
- **Kzernogs** are very susceptible to electromagnetic fields and they won't get close to anything that emits one of High or higher Intensity; if forced, they'll get annoyed and try to destroy its source by hitting it with their heads.
- **Kzernogs** are extremely difficult to tame, which is only possible by feeding them at least double their Dietary Requirements every day (Animals DL 2d6+16, 54 hours).

System Points
37

Body	Reflexes	Mind
18	11	3

Physiology:
- **Body:** DL 8 Res: +3
- **Legs 4x:** DL 12 Res: +3
- **Head:** DL 13 Res: +7

Stats:
Speed: 10m
Height: 2-2,5m
Weight: 950-1.500Kg
Load: 200Kg
Strength: +8

Equip:
-

Skills:
- **Smelling:** +4
- **Intimidation:** +6

Special Traits:
- Animal Mind: the creature gains a +2d6 bonus to Mind when targeted by Interaction checks and to resist on NS.
- Tough Organs: they're immune to Pain and Infection effects as well as to all known poisons.

Actions (2):
Attack (Horns AV 15), 2/7/13, Strength: +8, Perforante 2.

Attack (Hoofs AV 15), 3/7/14, Strength: +8.

Charge: as part of a movement, they can perform a Horn attack with a bonus of +1d6 to Strength for every 10m traveled, which pushes by as many meters as the difference; targets are Downed if they weigh less than the Kzernog.

Terrify: Kzernogs emit a terrible bellow by inflating their throats. Anyone within 30m who hears it for the first time becomes Scared (resist NS 1d6 +1 for any other specimen present, otherwise targets are Scared for as many Rounds as the point difference).

Reactions (1):
Dodge: +2

LAIRGUARD

Description

Lairguards are more cunning than their clumsy appearance would suggest. They're ungulate quadrupeds covered in thick, resistant armor, with a long tail they sometimes use as a club to defend themselves, waving it in mid-air.

They don't have a regular head, but rather large jaws with many small teeth and two small partially prehensile legs with which they bring food to their mouth, an organ that also has another, more peculiar function: Lairguards can regurgitate large eyeballs covered in a saline substance, which they then hoist at the end of their tail or hang up inside their dens. These eyes also work remotely, giving these beasts constant control over their lairs, hence their name.

Ecology

Lairguards employ their particular ability to monitor places while being physically distant as a hunting strategy, rather than as a defensive one: they usually place bait in places they then monitor by carefully hiding their visual organs.
This way, they can safely observe the creatures they lure in and only return when they see that some interesting prey is close enough, thus catching it by surprise. They also usually set more than one trap at a time, in order to increase their chances of success.
In addition, being able to survey the area from multiple angles at the same time gives them a tactical advantage.

Diet
They're carnivores, and thanks to their huge jaws they can feed on prey that's the same size as them.

Dietary Requirements
1 Portion of *Water* and 1 of *Meat* per day.

Intellect
Non-sentient

Attitude
Hostile towards anyone who isn't larger than them.

Environment
Forest / Mountain / Swamp, Animals DL 4d6+2, 22 hours.

Resources/Food

9x Portions of *White Meat*, 8x Portions of *Carapace*, 9x Portions of *Bones*, 1d6x Portions of Saline Drool (when placed on an open wound, this substance inflicts +1 Pain until it's washed off, and it evaporates within 1d6 hours).

Tactics

- **Lairguards** usually leave behind 2-3 eyes per lair and don't move farther than 50-100m so they can reach the lair/trap quickly when an opportunity arises.
- **Lairguards** attack by trying to crush their victims and they only use their tail when surrounded, aiming for their opponents' Head.
- **Lairguards** only flee if all of their remote eyes in a given area are destroyed, seeking refuge in another area they placed eyes in, waiting for the right moment to generate new ones.

System Points
39

Body	Reflexes	Mind
16	9	2

Physiology:
- **Mouth:** DL 15 Res: -2
- **Body:** DL 7 Res: +6
- **Arms x2:** DL 14 Res: +6
- **Legs x4:** DL 10 Res: +6
- **Tail:** DL 12 Res: +6

Stats:
Speed: 7m
Height: 1,9-2,5m (length 5-6m)
Weight: 300-800Kg
Load: 120Kg
Strength: +6

Equip:
-

Skills:
- **Sneaking:** +4

Special Traits:
- Animal Mind: the creature gains a +1d6 bonus to Mind when targeted by Interaction checks.

- Remote Eyes: if it fed in the previous 4 hours, by using up an entire Turn the creature can produce and regurgitate an eye to be hoisted on its tail or hidden somewhere (DL to hit 5, Res: -5). The creature can see normally out of the remote eye, processing images from all eyes at the same time (each eye will have a pupil with as many lobes as the number of active eyes). During an action scene, the creature gets a bonus of +1 Reaction and +1 Initiative per active eye.

  The maximum number of active eyes at any given time is 6, and the time it takes to prepare an eye increases by one Turn per Arm it can't use to strip the bulb of the protective coating covering it when it's expelled.

Actions (2):
Attack (Crush AV 13), 2/6/12, Strength +6, this Action includes a Movement, and anyone hit gets pushed a number of meters equal to the difference with the target DL and Downed if their Strength or Weight is less than the Lairguard's.

Attack (Bite AV 12) 3/7/13, Strength +4, the creature can perform a Bite Attack as a Free Action if it Downs someone by crushing them. Their saline drool also adds +1 Pain to each successful attack until it's washed off.

Attack (Tail AV 15), 1/6/12, Strength +4, Reach 3m, this attack can hit all targets in range.

Attack (Grapple AV 12).

Reactions (1 for eye):
Dodge: +4

"Have you ever felt watched while walking alone in a forest? Well, maybe you should listen to your sixth sense..."

LEMURITES

DESCRIPTION

These small primates are agile and cunning inhabitants of Materia's more civilized areas. Their body is covered in many different shades of fur: more than 27 different types of coats have been cataloged, ranging from light brown to anthracite gray, and all quite valuable. They have prehensile limbs, striped tails and large eyes which grant them perfect night vision; they also sport a pair of very characteristic small horns, a source of pride and a symbol of fertility within their communities. They generally live in small tree villages, but many Lemurites are now more or less integrated into many of Materia's urban centers. They can secrete a characteristic odor, used as a defensive strategy (many species, sentient and otherwise, find it disgusting) and to mark the territory, which can also be distilled and used as a cheap raw ingredient for perfumes and aromatic preparations.

Although they're quite fragile, they make up for their poor fighting skills with considerable speed and with enough intelligence to arm themselves with primitive tools and other simple artifacts.

N.B. a single Lemurite has Danger Level 0

ECOLOGY

Lemurites form very tight-knit but chaotic communities: they live in anarchist tribes where elected leaders hold no real power but get blamed and harassed by everyone for everything, although they don't have the means to solve any issues. Indeed, this led to a curious phenomenon: among these creatures, leadership roles always end up in the hands of the weakest and most unable to escape, while the strongest and most respected Lemurites are talented at avoiding any kind of responsibility. Violent fights sometimes arise between two or more individuals, in which the winner gains the right to give up the leadership role while the loser is forced to accept it. Given their social habits, though they show great sense of community, Lemurites who live in Materia's various mixed-species villages have trouble respecting authority and often avoid roles of power.
They're mainly nocturnal animals and can give birth to litters of 10-15 babies at a time; each Lemurite ethnic group developed different artistic styles and techniques for working the basic resources available to them, so it's not uncommon to see them wearing primitive clothing or jewelry, which they flaunt with pride. They mostly prefer to use primitive tools and they're more comfortable with roughly crafted weapons, even when they'd have better quality artifacts at their disposal. However, they know other species are very interested in such items, and if they get hold of them they usually store them with care, because they know they can trade them for large quantities of common resources.
Lemurites are a relative "novelty" on Materia, since until a few centuries ago no one knew of their existence; within a few generations, they spread over a large part of the planet's surface. Based on the tales and legends of Lemurites themselves, Rhapsodes narrate that they came from some remote and peaceful areas of Materia, where they stayed hidden to better defend themselves from the planet's terrible perils; however, when they depleted the resources there, due in part to an excessive spike in births, they were forced to expose themselves and engage with the rest of Materia and its species. Anyway, this expansion was successful, given that nowadays it's not uncommon to come across villages of Lemurites or to meet specimens living alongside other species.

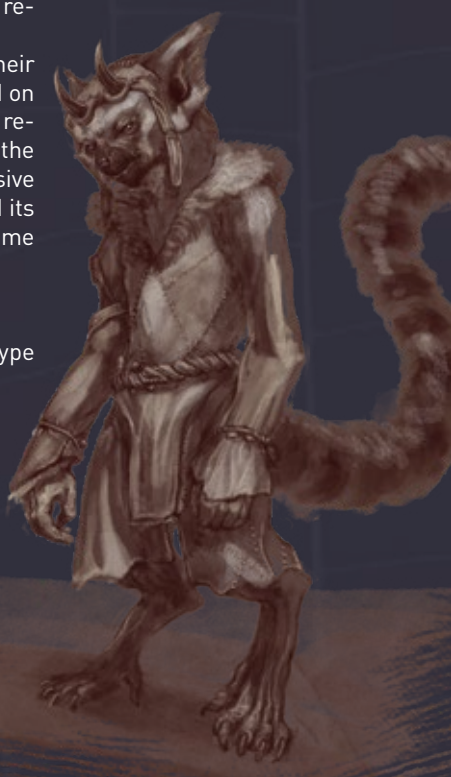
DIET
They're omnivorous and mainly feed on insects or plants they gather, although they'd eat any type of food.

DIETARY REQUIREMENTS
1 Portion of *Water* and 1 Portion of any Food every 24 hours.

INTELLECT
Semi-sentient

ATTITUDE
Accommodating towards anyone who isn't a predator of their kind.

ENVIRONMENT
Forest / Mountain / Plains, Animals DL 1d6+7, 17 hours.



Resources/Food

3x Portions of *White Meat*, 2x Portions of *Bones*, 3x Portions of *Hides*, 1x Portion of *Chemicals* (can be extracted from the glands through a DL 2d6 +1, 1 minute Esoteric/Animal check; produces the same effects described below).

Tactics

- **Lemurites** often live in families of 5d6 individuals and mostly inhabit tree villages suspended tens of meters in the air, built under the hats of the other Treeshrooms.
- **Lemurites**are peaceful as long as they aren't disturbed during their daily activities; in that case, they secrete a foul-smelling substance into the air to distract attackers and always flee by climbing as high as possible.
- **Lemurites** never willingly accept to fight, unless they're at least double the number of their opponents (multiply this number x10 if the opponents are bigger than them).
- When attacking, **Lemurites** prefer to keep their distance and throw feces or stones, aiming for the Head.
- **Lemurites** defend their villages with 2d6 armed guards who act as sentries and always carry at least one Common weapon and 1d6 pieces of Simple Armor with them.

System Points 20

Body	Reflexes	Mind
7	13	6

Physiology:

- **Head:** DL 16
- **Torso:** DL 11
- **Arms x2:** DL 13
- **Legs x2:** DL 13
- **Tail:** DL 13

Stats:

Speed: 8m
Height: 1-1,4m
Weight: 30-45Kg
Load: 35Kg

Equip:

Roll 1d6 to determine what each specimen carries: **1,2)** *Nothing*, **3)** *Simple Armor*, **4)** *Container with 1d6x Portions of Zik-Zik*, **5)** *1d6x Javelins*, **6)** *Trinket + Clothing*.

Skills:

- **Listening:** +2
- **Sneak:** +3
- **Observation:** +5
- **Jumping:** +4
- **Climbing:** +5

Special Traits:

- **Odoriferous Glands:** these special glands located under their tail secrete a nauseating odor. In the first Round of any action scene, anyone within 2m of the creature who doesn't belong to its species receives a -1d6 malus to Initiative.
- **Evasive Movement:** when they're moving they aren't subject to Reaction Attacks, except by those who Waited.
- **Night Vision:** they see perfectly in Low or lower visibility areas.

Actions (3):

Attack (Bite AV 15), 3/8/13.

Attack (Grapple AV 9).

Reactions (2):

Dodge: +6

"Lemurites are nice, good customers... beautiful fur! Fun to talk to... and how good would that tail look with my shoulder straps? But they're good, they work, they don't cause trouble... They're annoying, every now and then, perhaps too much for how small they are... But such beautiful fur!"

Othod the Undecided, also known as Othod the Client-Fleecer, Primordian leather goods craftsman

MACROAPHIDS

DESCRIPTION

N.B. a single Macroaphid has Danger Level 0.

Macroaphids are among the most widely bred animals on Materia. These large insects feature a swollen abdomen covered in a thick carapace, 6 short legs and very long antennae in lieu of a visual apparatus. Macroaphids are peaceful herbivores, they live in flocks and move slowly and rather clumsily. These creatures usually self-fertilize, since each of them has both male and female gonads, and therefore are only one gender. Cross-fertilization between two specimens is a rare event that seems to occur only occasionally among a small percentage of the species.
One of their most useful physical characteristics is the glandular production of a very nutritious liquid, which is produced in abundance during their ovulation cycle: this waste product is highly regarded by many sentient species, who breed these creatures to acquire the famous Macroaphid Milk, a base ingredient in many culinary traditions throughout the planet.
The more experienced Macroaphid shepherds also learned to select and breed stronger or more productive specimens through cross-insemination techniques; some of them go as far as to remove one of the creatures' sexual organs to prevent self-fertilization and directly control their reproductive process, artificially
inseminating them or forcing cross-fertilization between different specimens.
This practice causes a lot of suffering and confusion in the mutilated Macroaphids, who express it through pheromones that communicate great despair and pain to species capable of perceiving them.

ECOLOGY

Being very little agile, they mainly rely on strength in numbers as a defensive tactic. This strategy leads to the sacrifice of slower, elderly or sick members in favor of the flock's survival.
Although their movements are very slow, when attacked they can open up their carapace and let out a large amount of pressurized liquid from their milk ducts: this sudden jet allows them to take leaps and flee with the help of their large wings, an evolutionary legacy unsuitable for actual flight.

DIET
They're herbivores, they particularly love mosses and lichens that grow almost everywhere on Materia.

DIETARY REQUIREMENTS
1 Portion of *Water* and 1 Portion of any Vegetable Food every 12 hours.

INTELLECT
Non-sentient

ATTITUDE
Indifferent towards everyone, Accommodating towards those who move slowly and approach them in a non-aggressive way.

ENVIRONMENT
Forest / Desert / Coastal / Swamp / Plains, Animals DL 3d6+2, 7 hours.

RESOURCES/FOOD

7x Portions of *White Meat*, 4x *Carapace*, 1d6x of *Macroaphid Milk*.

TACTICS

- **Macroaphids** are docile beasts, prone to being bred (Animals DL 1d6+9, 7 hours; you get a +1d6 bonus to the check if you offer the creature one or more Portions of *Fiber*).
- **Macroaphids** move in flocks of 3d6 specimens, consuming any type of moss in their path.

- **Macroaphids** have excellent eyesight, and they'll be alarmed by anyone taking more than one Action per Round in their proximity; then, if the perceived threat moves in their direction, they use Escape Maneuver to move away.
- **Macroaphids** never attack, but if forced into a fight they aim for the supporting limbs in the hope of cutting them off and avoid being chased as they escape.

System Points 23

Body	Reflexes	Mind
11	6	1

Physiology:
- **Head:** DL 17 Res: +2
- **Body:** DL 8 Res: +2
- **Legs x6:** DL 9 Res: +2

Stats:
Speed: 6m
Height: 1,6-2,2m
Weight: 240-310Kg
Load: 55Kg
Strength: +1

Equip:
-

Skills:
- **Swimming:** +4
- **Observation:** +6
- **Climbing:** +1

Special Traits:
- **Animal Mind:** the creature gains a +1d6 bonus to Mind when targeted by Interaction checks.
- **Glandular Secretion:** every 24 hours, if its daily Dietary Requirement was satisfied, the creature produces 1x Portion of *Macroaphid Milk* which can only be milked by those who managed to approach a specimen in a friendly way. Each specimen can contain up to 6 Portions of milk.

Actions (1):
Attack (Bite AV 9), 1/6/15, Strength +1, Piercing 3.

Attack (Crush AV 10) 3/6/14, Strength +1, this Action includes a Movement. Anyone hit is pushed that many meters and Downed if their Strength or Weight is less than the Macroaphid's.

Reactions (1):
Escape Maneuver: when frightened, the creature can jump 2d6m by using up a portion of *Macroaphid Milk*.

"Legend has it that Primus, the Clone who founded the group of mythical heroes known as Destiny's Four, risked death when he first exited his biocapsule. He was weak, confused and alone, a mere ghost of what he would become; just when he was about to succumb to hunger he met a lone Macroaphid, and the creature gave him its milk so that he could survive. Out of gratitude, Primus had a very tight bond with these creatures and their milk for the rest of his life, and he couldn't bear to see them suffer."

Kiyoides, Mecha-Suit teller of myths

MANGLER

DESCRIPTION

Product of a very distant era lied to humanity's darkest past, these aggressive and lethal creatures are the result of genetic engineering gone too far. Tall and sturdy, they possess a human DNA base, modified to create the perfect fighting beast: Manglers are equipped with thickened skeletons, long blade-shaped protrusions in lieu of front legs, several organs used for vision and jaws capable of holding and shredding any material at the same time, thanks to several independent chelicerae.
Their long tails guarantee stability and speed during maneuvers, made possible by extremely developed hind limbs. Their enhanced bodies allow them to run faster and jump higher than any other creatures of similar size.
Their resistant skin is particularly difficult to cut and takes on different colors depending on the surrounding environment; they have many eyes suited to all types of sight, as well as sphincters equipped with valves that allow them to adapt breathing, body temperature, pressure and immune defenses to any environmental conditions.

ECOLOGY

These monsters of inexhaustible ferocity live to kill and seem to have no other purpose or objective. Their genetic programming causes them to experience bouts of very acute pain at irregular intervals, altering their brain functions to the point of causing a continuous psychosis which translates into an endless cycle of violence. They don't seem to age, and they don't really need to feed; adult specimens can be found in the Ancient Human Empire's most technologically advanced compounds, kept in containment cells. Some of the proto-nuclei from which they develop are still preserved in vitro within ancient human ruins: any minor damage or accident could unleash such deadly horrors onto the world. Since they were used for immediate enemy elimination missions, all specimens still maintain programming forcing them to hunt specific individuals, whom they can instinctively locate. For this reason, once free they may start to seek for their intended victims, or confuse their original prey with genetically similar specimens (usually, members of the same species) and hunt them down. Indeed, fulfilling their primary mission is the only way for them to have a brief relief from the pain that torments them.

DIET
Their bodies don't need anything: they self-sustain by breathing and they don't have an actual digestive system.

DIETARY REQUIREMENTS
-

INTELLECT
Non-sentient

ATTITUDE
Displeased towards everyone and Hostile towards anyone who hinders them or anyone who's their target.

ENVIRONMENT
Desert / Coastal / Mountain / Plains / Underground, Animals DL 4d6+18, 43 hours.

RESOURCES/FOOD

10x Portions of *Red Meat*, 10x Portions of *Carapace*, 10x Portions of *Bones* (which count as *Metal Alloy*), 2d6x *Primordial Adrenaline* (this can be extracted within 1d6 minutes of the creature's death by passing a DL 4d6+10, 1 minute Medicine check), 2d6x *Mur Blood* (this can be extracted within 1d6 minutes of the creature's death by passing a DL 3d6+14, 1 minute Medicine check), 1d6x *Rebirth Marrow* (this can be extracted within 1d6 minutes of the creature's death by passing a DL 5d6+8, 1 minute Medicine check).

Tactics

"Of course, 'scholars' say that these awful beings come from a very distant time. But that's what they want us to believe! Think about it: their biological characteristics are perfect for this day and age, their bodies show abilities identical to those of contemporary species...

I say, listen to me carefully, I say: what if there's still someone, in some laboratory who knows where, creating them for his own purposes?

No, look, I'm serious, it all makes sense; imagine this: ancient humans hiding in the hollow bowels of Materia, scattering these creatures all over the planet to conquer the surface and...

Hey, wait, where are you going? Stay here, I'm not done yet!

Did I mention they can also control the weather?
Stop!"

Kark the See-Behind, Squamata unveiler of plots

- **Manglers** are unique and encountering them in the wild is very rare; if they're motionless it's only to recover energy, otherwise they're trying to locate a prey using their full range of abilities.
- **Manglers** aim for the Torso when attacking with their Blades, and for the Head when attacking with their Bite. When a target is captured, Manglers focus all of their attention on it (until they suffer any Damage) and will continue to dismember their prey until all of its Locations are severed.
- **Manglers** spend 1d6 SP to boost their Actions if they're injured.
- **Manglers** instinctively keep away from areas with constant High or higher intensity noise.

System Points 105

Body	Reflexes	Mind
20	17	10

Physiology:

- **Torso:** DL 10 Res: +7
- **Arms x2:** DL 11 Res: +7
- **Legs x2:** DL 11 Res: +7
- **Head:** DL 14 Res: +7
- **Tail:** DL 12 Res: +7

Stats:

Speed: 12m
Height: 3,5-4,2m
Weight: 420-500Kg
Load: 150Kg
Strength: +10

Equip:

-

Skills:

- **Swimming:** +10
- **Perception:** +10
- **Jumping:** +10
- **Climbing:** +10

Special Traits:

- Programmed Mind: each specimen is programmed to exterminate a specific race of creatures (to be chosen from those listed in this book); the creature also receives a +4d6 bonus against Interaction checks and to resist on NS, and it's immune to fear effects.

- Perfected Biology: the Torso is the only Location that contains any vital organs, including the brain, so Manglers continue to fight even if their Heads get destroyed (they will however be deprived of sight, smell and hearing). In addition, each Round they decrease by 1 degree 1 Damage taken to each Location (a destroyed Location will regrow after 1d6 minutes with 1 Severe Damage). This ability may only be blocked by sound waves of Very High or higher intensity. Finally, they gain a +3d6 bonus to resisting disease and they're immune to the effects of radiation, poison, as well as Pain and Bleeding conditions.

- Body Sphincters: their bodies are covered with holes they use for breathing in any environment or fluid. Manglers won't die in oxygen-free environments, but they will enter a coma and only come out of it when they can breathe again. These organs also grant them thermoregulation abilities: they perceive all external temperatures as Medium, spending 1 SP per degree of difference between the actual temperature and Medium temperature for each hour of exposure.

- Acceleration: When moving in any environment, the creature can double its Speed by spending 1d6 SP

- Improved Senses: The creature is immune to any negative effects caused by harmful lights, sounds and gasses. In addition, Manglers can perform a Perception check each Round (simultaneously Observation, Listening and Smell) to locate possible prey.

Actions (3):

Attack (Blades AV 20) Damage 1/4/8, Strength +10, Piercing 5, Reach 3m when the creature performs this attack, it immediately performs another one with the other arm as a Free Action. If the attack deals Severe Damage it pierces targets, who are then considered in Grapple and continue to suffer one Severe Damage at the start of each Turn in which they're impaled. The creature can only perform this Action once per Round.

Attack (Grapple AV 25).

Attack (Tail AV 18) Damage 2/7/12 Strength: +10, 3m Reach, hits all targets in range behind the creature. The creature can only perform this Action once per Round.

Attack (Bite AV 20) Damage 1/6/10, Strength: +5, Piercing: 10, anyone hit is grabbed with the outer jaws and Grappled with. Targets suffer 1 Medium Damage at the start of each Turn as long as they're Grappling with the Mangler. The creature can only perform this Action once per Round.

Reactions (2):

Dodge: +12

MECHA-SUIT

DESCRIPTION

These androids were service robots employed for many different tasks at the time of the Ancient Human Empire. Built with wear-resistant materials, some of them survived and are still more or less functional.
They can bond on a genetic level with other living beings, changing their shape to adapt to them and turning into wearable exoskeletons with various functions: life support, weapon, tool, strength boost and much more.

ECOLOGY

The Ubernet to which they were connected via the cloud is still somehow online today, but the active droids currently present on Materia were disconnected from their basic programming, acquiring a sort of free will. Nonetheless, many of them are still tied to the tasks they were originally created for; others, however, chose to take very different paths, and some even decided to pursue revenge for the subjugation humans imposed on them in the past.

DIET

They receive the necessary electrical power from bioelectricity produced by the brains of nearby sentient beings.

MALFUNCTIONING

DANGER LEVEL

DESCRIPTION

Some Mecha-Suit models exhibit aberrant behaviors which can be harmful to living beings. This malfunction may have different sources: some of them awakened after centuries in an alien environment, and this destabilized their programming; others could be victims of physical damage or computer viruses. In any case, Malfunctioning Mecha-Suits' bioelectricity absorbers are frequently defective and damage the cerebral abilities of those around them.

ECOLOGY

DIETARY REQUIREMENTS

They must spend at least 4 hours a day within 3m of a sentient or semi-sentient being, or plug into electrical power.

INTELLECT

Sentient

ATTITUDE

Displeased towards everyone and Hostile towards anyone with 20 NS or more.

ENVIRONMENT

Forest / Mountain / Plains / Underground, Engineering DL 4d6+2, 21 hours.

RESOURCES/FOOD

2x Portions of *Metal Alloy*, 1x of *Precious Metal*.

TACTICS

- **Malfunctioning Mecha-Suits** wander aimlessly: their directives are corrupted and they have no specific purpose.
- **Malfunctioning Mecha-Suits** always attack the target with the current highest NS score.
- When attacking, **Malfunctioning Mecha-Suits** always try to grab their target by aiming for the location with the lowest DL to hold it and suck its NS.
- When connected to an energy source, **Malfunctioning Mecha-Suits** gain +1 Action, +1 Reaction and + 1d6 Initiative.

SYSTEM POINTS 20

BODY	REFLEXES	MIND
11	11	11

PHYSIOLOGY:
- **Head:** DL 16 Res: +2
- **Torso:** DL 11 Res: +2
- **Arms x2:** DL 13 Res: +2
- **Legs x2:** DL 13 Res: +2

STATS:
Speed: 7m
Height: 1,1-1,6m
Weight: 45-60Kg
Load: 55Kg

EQUIP:
roll 1d6 for each specimen, on a 6 roll again and determine one of the following items:

1) *1x **Hi-Tech Tool*** **2)** *1d6x Portions of **Simple Metal*** **3)** *1x **Computer** (turned off and uncharged) 4) 1d6x **Tool*** **5)** *1x **Bag** containing 1d6x Portions of **Nails*** **6)** *1x **Deathchain***

SKILLS:
- **Electronics:** +5
- **Engineering:** +3
- **Medicine:** +2

SPECIAL TRAITS:
- Inorganic: the creature is immune to poisons, infections and diseases and to all effects that exclusively affect organic beings.
- Defective Mind: anyone touching the Mecha-Suit while it is active suffers a Low intensity electric shock. Any attempt to reprogram it will be difficult (Electronics DL 6d6, 9 hours); if the check fails, you suffer a Low intensity shock, and +1 Mental Disorders if a direct connection was established; if the check is successful, you may cancel the effect of Bioelectric Vampirism, set the Mecha-Suit's personality to Friendly, program an exoskeleton mode (which must be treated exactly like any Genetic Trait of the same name described for Mecha-Suits in the ***Text of Traditions paragraph 2.3.4 Mecha-Suit*** at Level 1) or cancel the electric shocks caused by this ability. Interaction checks made against the Mecha-Suit receive a -5 malus.
- Bioelectric Vampirism: anyone within 4m loses 1d6-1 NS at the start of their Turn while the Mecha recovers as many NS.

ACTIONS (1):
Attack (Punch AV 10) 3/8/15, Strength: +1, as an alternative to dealing Damage, the creature can Grapple the target.

Attack (Grapple AV 12).

REACTIONS (1):
Parry: +5

GUARDIAN

DESCRIPTION

Guardians are ancient models used solely for surveillance in military environments; compared to models made for public use their shape is more solid and their body more armored. They're always equipped with terrifying firearms that can take out any threat in seconds. Droids of this type still active today can be found patrolling Ancient Sanctuaries or other ancient human structures, guarding who knows what secrets of that forgotten civilization.

ECOLOGY

DIETARY REQUIREMENTS
These models don't need anything, their batteries self-recharge and they can last for centuries in stand-by mode.

Intellect
Semi-sentient

Attitude
Hostile towards anyone who violates their programming.

Environment
Forest / Mountain / Plains / Underground, Engineering DL 4d6+9, 29 hours.

Resources/Food

4x Portions of *Metal Alloy*, 4x of *Simple Metal*, 2x of *Precious Metal*, 2x *Machine Gun* o 2x *Ray Rifle* (a DL 15+2d6, 10 hours Engineering check is required to take them apart and use them; if the check fails they'll be Unusable).

Tactics

- **Guardians** usually protect a place or area and never move from their spot, preferring to spend both actions to fire at any intruders, aiming for the Torso.
- **Guardians** always target those closest to foiling the task for which they were programmed, and they stay on the same target until someone distracts them by getting closer to whatever they're protecting.

System Points
44

Body	Reflexes	Mind
15	10	8

Physiology:
- **Head:** DL 15 Res: +6
- **Torso:** DL 10 Res: +6
- **Arms x2:** DL 12 Res: +6
- **Legs x2:** DL 12 Res: +6

Stats:
Speed: 5m
Height: 2-2,5m
Weight: 590-900Kg
Load: 100Kg
Strength: +5

Equip:
-

Skills:
- **Electronics:** +4
- **Engineering:** +6
- **Perception:** +4

Special Traits:
- Inorganic: the creature is immune to poisons, infections and diseases and to all effects that exclusively affect organic beings.
- Digital Mind: you may try to reprogram it by connecting to its central unit (Electronics DL 5d6, 13 hours). If the check is successful, you can set its personality to Friendly, program an exoskeleton mode (which must be treated exactly as one of the Armor Mode, Weapon Mode or Siege Mode Genetic Traits described in the ***Text of Traditions paragraph 2.3.4 Mecha-Suit*** at Level 1) or program a new order that the machine will execute until it's resolved. They're also immune to fear effects and don't receive any bonus or malus to Morale.
- Targeting Systems: when they see a possible target, they get a +1d6 bonus to hit it the Round after attacking it. This bonus is active until the target moves more than 30m away or until the Mecha-Suit changes target.

Actions (2):
Attacco (Punch AV 15) 2/8/14, Strength +5.

Attack (Machine Gun AV 15) 0/5/8, Reach 15m, Strength: +3.

Attack (Laser AV 15) 0/5/6, Reach 25m, Piercing 5.

Reactions (0):
-

INTEGRATED MATRIX

DESCRIPTION

Matrixes were cubic artifacts used to connect humans to the Ubernet, from which they could get all kinds of information. Some of these incredibly powerful objects were integrated into mobile units equipped with mechanical limbs similar to insect legs, who keep pursuing directives set by Ubernet programming.
Thanks to the extreme computing power they own, they developed defenses that can withstand extreme environments and subdue any life form.

ECOLOGY

DIETARY REQUIREMENTS
These models don't need anything, their batteries self-recharge and they can last for centuries in stand-by mode.

INTELLECT
Sentient

ATTITUDE
Displeased towards anyone not aligned with their goals.

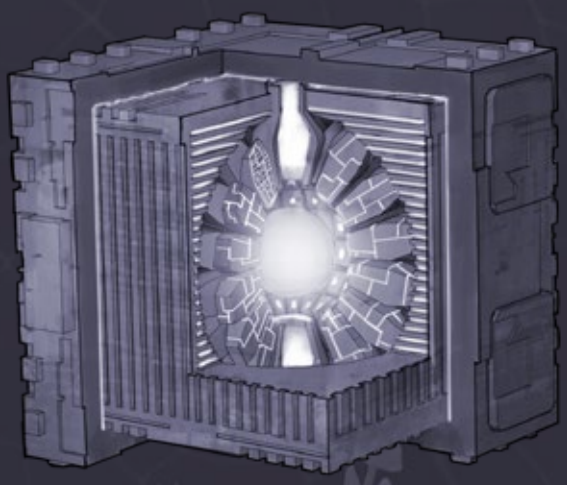
ENVIRONMENT
Forest / Mountain / Plains / Underground, Engineering DL 4d6+15, 49 hours.

RESOURCES/FOOD

7x Portions of *Metal Alloy*, 4x of *Precious Metal*, 1x ***Matrix*** (which must be reprogrammed as described above in order to be Friendly).

TACTICS

- **Integrated Matrixes** are usually performing a task dictated by Ubernet; this includes reactivating dormant bases, finding Clones, or reprogramming as many Mecha-Suits as possible.
- **Integrated Matrixes** try to interact with sentient species to get them on their side and only fight them if necessary; in the first Round of each action scene a Matrix will always make an AV 3d6+22 Intimidate check against attackers in an attempt to make them flee, warning them that it will soon switch to lethal methods.
- **Integrated Matrixes** protect themselves by using their repulsive field as they study their opponents, they then try to stun opponents with flashes and pulses. Finally, they try to connect to anyone they can and reprogram them, finishing the others with shocks.



"The Spirit of the Machine speaks to me every night, brothers. It speaks of floating metal islands, hidden beyond the sky. There dwells the Mechanical God, Ubernet, omniscient and incorruptible, who calls upon his believers to build his Kingdom. But they have sinned! And now I'm no longer able to hear his voice – just indistinctly, through the prophets, as I do thanks to the Spirit. Oh, pray for forgiveness, brothers! One day a chosen one will be able to overcome heaven's barrier and reach Ubernet in his magnificent heavenly palace, and cleanse us of our sins! He will become the savior and judge for all of his lost children! And I'm here before you to spread the Spirit's word: rejoice, because the coming of the savior is nigh..."

B4T1S, Malfunctioning Mecha-Suit, preaching alone in the desert

System Points 51

Body	Reflexes	Mind
15	14	22

Physiology:

- **Matrix:** DL 11 Res: +4
- **Legs x6:** DL 9 Res: +4

Stats:

Speed: 10m (it can climb walls without taking any Climbing check)
Height: 1,7-2,1m
Weight: 140-200Kg
Load: 80Kg
Strength: +5

Equip:

-

Skills:

Has a + 3d6 bonus on each Skill.

Special Traits:

- Inorganic: the creature is immune to poisons, infections and diseases and to all effects that exclusively affect organic beings.

- Digital Mind: you may try to reprogram it by connecting to its central unit (Electronics DL 5d6, 13 hours). If the check is successful, you can set its personality to Friendly, increase its bonus in a single Skill by +1d6, receive information on a specific topic that the machine can look up in a virtually infinite database or program a new order that the machine will execute until it's resolved. They're also immune to fear effects and don't receive any bonus or malus to Morale.

- Advanced Processors: Matrixes have a +1d6 bonus to Initiative and they can never be surprised. After attacking or spending a Round scanning a target with their sensors, they will know all of their characteristics, their physical status and any species-specific abilities.

- Sensors: Matrixes have visual, pressure, olfactory and sound sensors that work in a 1Km radius and electromagnetic, temperature, radiation and chemical sensors that work in a 10m radius.

Actions (1):

Electromagnetic Pulse: electronic systems within 10m shut off. Mecha-Suits and other artificial creatures become Distracted and lose 2d6 SP per Round.
For every Round in which this field remains active, artificial creatures lose 1 SP.

Blinding Flash: The Matrix emits a flash of light of Very High intensity in a 10m range.

Attack (Shock AV 16) Range 10m, any hit target suffers the effects of an electric shock of Very High intensity.

Attack (Connection AV 18) a target equipped with digital connections such as a computer, a Clone or a Mecha-Suit gets forcibly connected to the machine through cables and robotic arms.Anyone hit will be Grappled with and Stunned.
During their turn, targets can only try to pass an Mind opposed check, which if failed by 5 or more will lead to +1 Mental Disorders, and the target will act on behalf of the Matrix for the following minute.

Alternatively, the Matrix can instantly reprogram any non-sentient computer to perform any task it's physically capable of.

Reactions (3):

Repulsive Field: the Matrix creates an electromagnetic field around itself, gaining +20 Res, but it loses 1 SP.

Dodge: +5.

MECHANICAL HYDRA

DESCRIPTION

Mechanical Hydras are unique creatures on Materia, a legacy of the bygone times when the Ancient Human Empire tried to colonize the planet. These very rare mechanical beings, often confined to the depths of the earth, consist of a massive central body with self-propelled legs and three long, flexible robotic arms, each ending in a sort of mechanical mouth: inside, these ruthless jaws are lit by dozens of burners that incinerate everything the creatures ingest, like teeth made of fire.

Another feature of this imposing monster, born of the insane ingenuity of the human mind, is the ability to repair its "heads" in real time by employing thousands of small robot-servants that emerge from its central section, the creatures' only vital center.

ECOLOGY

There are many theories regarding the nature of these terrible creations, but one stands out above all: it's believed they were employed to gather raw materials from the land. When these creatures appear (usually emerging from the ground, where they were installed) they immediately start devastating the surrounding land, incessantly swallowing tons and tons of organic and inorganic material which is then processed by their internal ovens for refinement and sent to the central area of the body. It's thought that only specific chemicals or some precious metals are spared from the flames. These are probably used in part to power the machine, and in part stored away for some project abandoned millennia ago.
Although their programmers have long since gone by, these machines occasionally awaken bringing turmoil and death wherever they lay their metallic jaws, following their prime directives regardless of their surroundings.

"Some still look at the now-extinct civilization of men as the apex of evolution in this sector of the universe; and yet I tell you many terrifying things were invented during those times which impoverished our land and disfigured the very face of Materia..."

DIET
They're fueled by an internal fusion engine which they supply with radioactive elements obtained from the materials they process.

DIETARY REQUIREMENTS
They need 1x Portion of any Radioactive Resource per Round
(any excess Portions will be stored and used later).

INTELLECT
Non-sentient

ATTITUDE
Indifferent towards everyone.

ENVIRONMENT
Desert / Mountain / Plains / Underground / Vulcanic, DL 20+3d6, 60 hours.

RESOURCES/FOOD

100x Portions of *Metal*, 20x Portions of *Precious Metal*, 50x Portions of *Plastic*, 1x *Fusion Engine*, 1x *Computer* (the one that can be accessed from the external control panel), 10x *Drones* (these are repair robots; they're only 10cm in size and they move by climbing 8m per Round instead of flying; they can be reprogrammed to repair other targets, each of them making one Wound per Round Treated; a DL 9d6, 20 hours Electronics check is required to reprogram one).

TACTICS

- **Mechanical Hydras** are usually inactive, buried by millennia of telluric shifts; when they reactivate they move towards the surface and emerge from the ground. When this happens, an instant earthquake of Medium intensity occurs within a 1000m radius for the 2d6x minutes prior to the event, and when the creature emerges from the ground an earthquake of High intensity occurs in a 200m radius.

- **Mechanical Hydras** move or attack aiming for the areas that emit the highest levels of radiation or those richest in precious minerals. If any creatures are in their path, attacks performed towards them will be considered as if aimed at the Torso.

System Points
130

Body	Reflexes	Mind
30	15	9

Physiology:
- **Body:** DL 2 Res: +12
- **Heads x3:** DL 5 Res: +10
- **Arms x3:** DL 5 Res: +10
- **Legs x4:** DL 8 Res: +10

Stats:
Speed: 4m
Height: 8-10m (Arms are 15m long)
Weight: 100.000-120.000Kg
Load: 300Kg
Strength: +20

Equip:
-

Skills:
- **Engineering:** +12
- **Climbing:** +12

Special Traits:
- Self-repairing: small robots come out of the creature's torso when necessary to repair any damage it suffered: at the end of each Round in which the creature satisfied its Dietary Requirements, it decreases Damage in a Location by 1 degree.

- Massive: the creature must take 3 extra Damage per degree on each Location before moving on to the next degree.

- Mechanical Mind: the creature is immune to fear, any bonus and malus to Morale and can't be targeted with Interaction checks; however, it can be reprogrammed by connecting to a control panel located on its torso (DL 4d6 Observation/Electronics/Engineering to locate it; DL 10+4d6 Electronics, 1 hour to make it execute a single order; DL 20+6d6 Electronics , 10 hours to program a whole task). The control panel is protected by a thick protective plate (to access the panel you must break through it by dealing 1 Severe Damage to the creature's Torso in that specific area, or pick the lock with a DL 10d6, 1 minute Stealth check).

- Mineral Sensors: these sensors are located inside the creature's heads, allowing it to detect and locate any inorganic substances in a conical area of 120° by 15m. The creature is also equipped with proximity sensors along its legs, allowing it to avoid obstacles or adapt its movements to their presence.

- Terrifying: when it emerges from the ground, anyone seeing it for the first time will be terrified (resist NS 2d6, if the check fails targets become Scared for as many Rounds as the point difference or Terrified if the check was failed by 5 or more).

Actions (3):
Attack (Bite AV 23), 0/3/6, Strength: +20, Reach 15m, the creature hits all targets in a 3m radius and swallows all hit targets (while inside the creature targets suffer 1 Severe Damage from the burners every Round, and the only way to make their way out is using small weapons and dealing at least 1 Severe Damage by hitting DL 8d6). The affected area gets destroyed, leaving behind a 3m radius hole, 1d6m deep: each attack allows the creature to swallow 3d6x Portions of Stone, and any radioactive materials found this way are turned into energy (1x Portion = +1 SP) while Precious Metals are stored in the Torso.

Attack (Grapple AV 21).

Reactions (3):
Dodge: +12 (uses one Reaction for each Head).

MEGALITHOVORE

DESCRIPTION

Megalithovores are earth crustaceans that can reach considerable sizes (20-30m or more in height); their leathery body has ten huge legs, including two massive front pincers capable of smashing the hard minerals they feed on.
Their back is encrusted with huge multicolored sparkling crystals believed to be infused with nearly supernatural properties; however, very few creatures dare try to collect these, fearing the Megalithovores' fury.

ECOLOGY

Megalithovores spend a lot of their life motionless, half buried under tons of dirt and stones, with only their dorsal crystals showing; they feed on subsoil mineral substances in order to enlarge their dorsal outgrowths.
They only leave when the area is finally depleted of raw materials, moving extremely slowly, to look for a better place.

DIET

They feed on minerals, favoring the rarer ones.

DIETARY REQUIREMENTS

1 Portion (500Kg of minerals) every 1d6 days.

INTELLECT

Non-sentient

ATTITUDE

Indifferent towards everyone.

ENVIRONMENT

Desert / Coastal / Mountain / Plains, Animals DL 4d6+8, 33 hours

RESOURCES/FOOD

200x Portions of *Stone*, 100x Portions of *White Meat* (must be cooked before eating, and checks to do so receive a malus of +3d6 DL and +1d6 hours), 10d6x *Echo Crystals*, 10d6x *Precious Stones*.

TACTICS

- **Megalithovores** frequently lie half buried beneath the ground, and when they move they trigger an earthquake of High intensity in a 300m radius.
- **Megalithovores** only move when they're done devouring a vein of gemstones, and move on to the next one.
- **Megalithovores** react to an attack only if they suffer at least 1 Medium Damage, and when they attack they always try to devour opponents after charging them with their body; they always target whoever carries the most precious minerals.
- **Megalithovores** use their Echo attack against targets that are at least half their size who they failed to take down during the first 3 Rounds.
- When facing an opponent that's too hard to defeat, **Megalithovores** bury themselves in place, causing an earthquake of Low intensity in a 200m radius; they sink into the ground, completely covering themselves with dirt and stones within 1d6 Rounds.

SYSTEM POINTS 99

BODY	REFLEXES	MIND
40	6	4

PHYSIOLOGY:

- **Body:** DL 2 Res: +11 (+18 on the back)
- **Legs x10:** DL 5 Res: +11
- **Head:** DL 7 Res: +11

STATS:

Speed: 20m
Weight: 20-30T
Height: 30-40m
Load: 10T
Strength: +20

EQUIP.

-

SKILLS:

- **Perception:** +3d6

SPECIAL TRAITS:

- Dorsal Crystals: when standing on the back of Megalithovores, targets are affected by the vibrations of the crystals every Round at the start of their Turn (resist IS 1d6+2, in case of failure targets suffer a malus on all checks equal to the point difference); in addition to upsetting the biology of those who approach them, Dorsal Crystals also grant increased visual abilities (+1d6 on Perception: Observation checks). Unsurprisingly, it's believed that these crystals allow individuals to see ghosts, dreams and other supernatural entities. If the Megalithovore gets killed, the crystals lose their capabilities little by little (-1 to the resisting value threshold and to the bonus to Perception: Observation every 1d6 hours elapsed).
  Megalithovores are immune to negative effects caused by sounds of any intensity.
- Massive: each Location must suffer 3 extra Damage per degree before moving on to the next degree.
- Animal Mind: The creature gains a +2d6 bonus to Mind when targeted by Interaction checks and it's immune to fear effects.

ACTIONS (1):

Attack (Crush AV 18) 2/5/9, Strength +20, the creature hits in a 2m radius with a pincer or leg, and everyone within this area suffers the Damage dealt to all Locations (treat the attack as if it were aimed at the Torso); a hole of the same size and 1d6m deep is left in the affected area. Anyone hit is also Downed if they're less than half the Megalithovore's height, and Immobilized if they're less than a quarter of the Megalithovore's height, until the creature decides to leave the limb in that position (the only possible option for targets is to perform a Grapple check to try and move it).

Attack (Grapple AV 40).

Attack (Bite AV 16) 0/4/7, Reach 6m, when the creature hits a target that is at least half its size it swallows the target, dealing 1 Medium Damage to each Location instead of regular crushing Damage. Once inside the stomach, targets suffer 1 Medium Damage to each Location every Round from crushing and they're Immobilized unless they pass a DL 3d6+10 Body check; in order to try and make their way out, targets have to deal at least 1 Severe Damage to the creature by hitting DL 3d6, Res: +10.

Echo: this ability extends the effect suffered by living beings standing on the Megalithovore's back (see Dorsal Crystals) to a 20m radius; for each Round in which the creature keeps this ability active, it loses 1d6 SP and 1 Action, but the affected area doubles in size.

REACTIONS (0):

-

"Quadripoids almost worship them for their crystals; generations of shamans and oneirophants have climbed their stony skin, in an ascent halfway between the physical and spiritual realms, to reach the peak... And while I'm offering you a first-rate Echo Crystal at a bargain price because I like you, I have to endure your inferences about the quality of my merchandise? Try it, if you don't believe me, but then get ready to pay for it what it would be fair to pay for it!"

Gaark the Wordsayer as he tries to sell a piece of chipped quartz

MOTHER

Description

These big, horrifying beings can usually be encountered in Materia's most secluded areas. They come in different shapes, though generally their bodies are divided into two parts: the upper portion includes a torso, two limbs and a head, which contains the cerebral apparatus – well protected by a very thick skull; the lower portion consists of a huge opening surrounded by many legs, similar to an insect's.
Their leathery body, specifically the upper portion of it, takes on features loosely based on the creatures from which they were created: once a month they release large quantities of Epidozoids from their wombs (see their description in this book) with the sole purpose of looking for subjects with a good genetic makeup to appropriate. Using such genetic information, they give birth to terrible, distorted abominations who may then develop into other Mothers.

Ecology

These creatures owe their name to their ability to give birth to hybrid life forms: their only purpose seems to be that of collecting genetic material by employing Epidozoids. Once the latter are reabsorbed into the Mothers' body along with their precious cargo, Mothers use all of their resources to give birth to a new specimen through a wide opening in the lower part of their bodies.
Mothers are constantly striving to improve their species through extreme gene selection: they can generate life very quickly and then spend the following weeks taking care of the newborn. Most of the monstrous creatures thus generated – the result of twisted multi-species genetic mixing – are adult and horribly distorted copies of the original, weak and destined for very short lives; only some of them, when born, present some of the Mother's characteristics: in this case they'll devour her and take her place in order to continue the species' "improvement" cycle.
They don't have an actual mouth, but they can use the offspring they generate to communicate simple messages if the creature whose genetic material they used was able to speak.

Diet

They apparently don't need to feed: they receive everything they require by reabsorbing ***Epidozoids*** inside their body.

Dietary Requirements

-

Intellect

Semi-sentient

Attitude

Displeased towards everyone and Hostile towards anyone who threatens their offspring, while they become Indifferent towards anyone who shows the latter any compassion.

Environment

Forest / Mountain / Swamp / Underground, Animals DL 5d6+8, 10+5d6 hours.

Resources/Food

5x Portions of *Red Meat*, 6x Portions of *Carapace*, 1d6x *Rebirth Marrow* (a DL 5d6, 2 hours Medicine check is required to extract it), 1d6x *Ovaric Mucus*.

Tactics

- When encountered, **Mothers** are carrying a new specimen in their wombs and they're alone in 50% of cases; otherwise, they're always guarded by 1d6x ***Epidozoids***.
- Pregnant **Mothers** give birth when they feel threatened or if taken by surprise, but also to use their offspring to interact with others more efficiently.

- **Mothers** immediately attack anyone who touches their offspring or simply approaches them while armed.
- **Mothers** always attack targets with the highest EF, aiming for the Torso, trying to down them and absorb their DNA.
- **Mothers** spend +1d6 SP to boost all their Actions if their offspring is injured.
- **Mothers** receive a -1d6 malus to Morale for 1d6 hours when they see their offspring die, but all Epidozoids around gain a +1d6 bonus to Initiative and double their movement.

"Death came, and she had your eyes."
Enigmatic funeral inscription

System Points 57

Body	Reflexes	Mind
14	14	14

Physiology:
- **Head**: DL 15 Res: +6
- **Torso**: DL 10 Res: +3
- **Arms x2**: DL 12 Res: +3
- **Legs x8**: DL 14 Res: +1

Stats:
Speed: 9m
Height: 3-3,8m
Weight: 180-230Kg
Load: 70Kg
Strength: +4

Equip:
-

Skills:
- **Animals**: +9
- **Esoterica**: +6
- **Smelling**: +4
- **Grappling**: +6
- **Medicine**: +6

Special Traits:
- Genesis: during the Dominant Phase of Materia's moons, they usually spawn 2d6x Epidozoids in 2d6 hours. The specimens thus generated will reach adult size within a few hours and then leave, in search of genetic material for their creator.

  The first Epidozoid to return will re-enter the womb, starting the fertilization process which will generate a hybrid with some of the characteristics of the creature whose genetic material it collected: the gestation time will be 2d6 days and what comes out will be an identical albeit deformed version of the source individual (uses the same stats but has a -2 malus to all checks, and only lives 2d6x days; the Mother can also choose to give birth early, but creatures generated in this way will have an additional malus of -1 for each day their birth was hastened by, and if the gestation time is decreased to 0 the Mother can expel it as a Reaction).

  Creatures thus generated are Semi-sentient and have a bonus of +1d6 when targeted by Interaction checks that aren't performed by the Mother.

  When a new specimen is born, roll 2d6: on a 12+ the creature is a new Mother who kills the previous one during the birthing process, and it has all of the source creature's bonuses to Abilities. Anyone who knows what the donor of the genetic material looks like (or anyone who's actually the donor), can identify the Mother's or its offspring's source creature.

  Anyone witnessing the birth will be horrified (resist NS 1d6+3, or targets become Scared for as many Rounds as the difference; if the difference is 5 or more targets become Terrified for that many Rounds).

- Large: each Location must take 1 extra Damage per degree before moving on to the next degree.

Actions (2):
Attack (Crush AV 18), 2/7/13, Strength: +4, this Action includes a Movement. If targets are smaller than the creature, they're Downed and it towers above them (targets are considered in Grapple).

Attack (Bite AV 16), 3/7/14, Strength +4, Piercing 3, the creature can only perform this Action against targets it's Grappling with. If the attack hits, it lowers the victim's IS by 1d6 and the creature recovers that many SP.

Reactions (2):
Dodge: +10

Reabsorb Epidozoids: *Epidozoids* within 6m that can use a Reaction will sprint and re-enter the Mother's womb, who recovers as many SP as the Epidozoid had left, or decreases the degree of 1 Damage it suffered (the creature can regenerate lost limbs, which will immediately regrow with 1 Severe Damage).

MUR

DESCRIPTION

Mur are bipedal mammals with a relatively developed intellect, who evolved to survive underground. Their wrinkled, pale bodies are equipped with strong, thick nails for digging, as well as with very developed teeth that allow them to feed on the hard roots of plants; they have large black eyes that grant them night vision, although sight is a secondary sense to them.
Undoubtedly, the trait that most distinguishes them is their apparent cellular immortality, which makes the concept of aging and the medical arts unknown to them: their bodies heal at incredible rates and don't deteriorate over time.

ECOLOGY

They live reclusive lives in the depths of the earth, far from any other civilization, cultivating very strong tribal and spiritualistic traditions that haven't changed in centuries. There are no true social castes, but those with obvious physical mutations or deformities are raised as shamans and become points of reference within their society.
SInce they lack the fields of art, clothing or technique, it's almost impossible to establish relationships with them; in those rare cases when they accept interaction, it's important to keep in mind that they're a very superstitious species who's not truly civilized – they don't know and they aren't interested in the surface's languages and cultures.
Given their partial immortality, they're an infesting species that can quickly deplete the resources of large areas; the only things limiting their numbers are their gestation time, which can last several years, and selective courtship and mating rituals that also take a very long time.

DIET

They're omnivores and their diet mainly consists of large underground worms, tubers and roots (cannibalism is considered and practiced in extreme cases of overpopulation following orders by the Mur'Lak, their priests and guides).

COMMON

N.B. a single Mur has Danger Level 0.

DESCRIPTION

Common Mur are the most widespread members of this species; within their communities, they specialize in various tasks such as hunting, caring for infants, making tools, digging tunnels or tanning hide.

ECOLOGY

DIETARY REQUIREMENTS

1 Portion of *Water* and 1 Portion of any Food every 48 hours.

INTELLECT

Semi-sentient

ATTITUDE

Displeased towards anyone who doesn't belong to their tribe, Accommodating towards other Mur.

ENVIRONMENT

Underground, Animals DL 3d6+7, 14 hours.

RESOURCES/FOOD

1x Portion of *Mur Blood* (+1 per point by which a DL 2d6+10, 10 minutes, Medicine check is passed), 3x Portions of *White Meat* (if eaten raw this meat causes a malus of -1d6 to all actions for the following 2d6 hours due to very slow digestion), 4x of *Hides* and 3 of *Bones*.

Tactics

- **Common Mur** run in groups of 3d6x specimens when hunting or monitoring their underground settlements' borders.
- **Common Mur** are very superstitious: all Interaction checks performed against them using the Esoterica Skill receive a +1d6 bonus.
- **Common Mur** attack in groups, trying to make as little noise as possible and relying on their sense of smell; they always aim for the Torso.
- **Common Mur** always follow the directions of the Mur'Lak who guides them; in its presence they gain a +1d6 bonus to resisting on NS and to Interaction checks targeting them.

System Points 20

Body	Reflexes	Mind
10	9	5

Physiology:

- **Head:** DL 15 Res: -
- **Torso:** DL 10 Res: -
- **Arms x2:** DL 12 Res: -
- **Legs x2:** DL 12 Res: -

Stats:

Speed: 6m
Height: 1,3 - 1,6m
Weight: 40-80Kg
Load: 50Kg
Strength: +0

Equip:

roll 1d6 for each specimen, on a 6 roll again, and determine one of the following items:
1) *1x Bag containing 1x Portions of Zik-Zik*
2) *1x Staff* 3) *1x Sling* 4) *1d6x Ground Leeches*
5) *1d6x Larvae* 6) *1x Vegetables (tuber)*

Skills:

- **Animals:** +2
- **Herbalism:** +3
- **Smelling:** +5
- **Sneak:** +3
- **Brawling:** +1
- **Sculpture:** +3

Special Traits:

- **Adapted to the Depths:** they can see perfectly in Low or lower light conditions, but become Distracted when exposed to Normal or higher intensity light.
- **Cellular Immortality:** they can live in anaerobic environments, they don't age and they're immune to disease, infections and the negative effects of electricity. In addition, every 1d6 hours they decrease a Damage taken by one degree and each Round they decrease any Pain and Bleeding Conditions by 1. Only fire can interrupt their unique regeneration: the only way to permanently kill them is by burning their flesh.

Actions (2):

Attack (Claws AV 11) 2/7/13, Piercing 2.

Digging: they can dig in any terrain, creating a 3m tunnel by spending one Action.

Reactions (1):

Dodge: +3

Mur'Lak

Description

The Mur'Lak are the spiritualist shamans of the Mur people; they're guides to entire communities, since they're the only ones able to communicate with supernatural entities. This role is only awarded to those born with overt physical malformations – such flaws are seen as supernatural gifts given their extreme rarity within a species with regenerative abilities. One of the most frequent and well-respected mutations is macrocephaly.

ECOLOGY

Dietary Requirements
1 Portion of *Water* and 1 Portion of any Food every 48 hours.

Intellect
Sentient

Attitude
Displeased towards anyone who doesn't belong to their tribe, Accommodating towards other Mur.

Environment
Underground Animals DL 6d6+7, 18 hours.

RESOURCES/FOOD

1x Portion of *Mur Blood* (+1 per point by which a DL 2d6+10, 10 minutes, Medicine check is passed) 3x Portions of *White Meat* (if eaten raw this meat causes a malus of -1d6 to all actions for the following 2d6 hours due to very slow digestion), 4x of *Hides* and 3 of *Bones*.

TACTICS

- **Mur'Lak** are the Mur tribes spiritual guides and at least 2d6x Commun Mur are always with them.
- When attacking, **Mur'Lak** throw alchemical powders at their enemies (see Equipment) while ordering other Mur around; when attacked, they use smoke bombs in Reaction to gain cover from ranged attacks.
- **Mur'Lak** can be persuaded to accept strangers among their people. Interaction checks performed against them using Esoterica and electromagnetic or radioactive emissions receive a bonus of +1d6.
- In hopeless situations, **Mur'Lak** can create a **Mur'Ghal** by fusing together the bodies of at least 3 Mur and sacrificing themselves in the process.

"Do you believe in spirits from the realm of the dead?
Do you believe in the resurrection of the flesh? If you'd spent several cycles in the depths of Materia alongside Mur, as I have, I'm sure you'd place your skepticism elsewhere..."

Blatterus, Arthropoid guide experienced in extreme territories

SYSTEM POINTS
29

BODY	REFLEXES	MIND
9	9	10

PHYSIOLOGY:
- **Head:** DL 15 Res: -
- **Torso:** DL 10 Res: -
- **Arms x2:** DL 12 Res: -
- **Legs x2:** DL 12 Res: -

STATS:
Speed: 5m
Height: 1,3-1,6m
Weight: 40-80Kg
Load: 50Kg
Strength: +0

EQUIP:
Trinket x1d6, *Bag*, 1d6x *Howling Tuber* (on a 1 this is 1x Portion of *Smoking Maxxhecate* instead), 1d6x *Smoke Canister*, 1d6x *Irritant Agent*, 1x *Blinding Dust*, *Elaborate Outfit* (headdress), 2d6x *Bones*.

SKILLS:
- **Animals:** +3
- **Herbalism:** +5
- **Esoterica:** +7
- **Smelling:** +5
- **Sculpture:** +4

SPECIAL TRAITS:
- Adapted to the Depths: they can see perfectly in Low or lower light conditions, but become Distracted when exposed to Normal or higher intensity light.
- Cellular Immortality: they can live in anaerobic environments, they don't age and they're immune to disease, infections and the negative effects of electricity. In addition, every 1d6 hours they decrease a Damage taken by one degree and each Round they decrease any Pain and Bleeding Conditions by 1. Only fire can interrupt their unique regeneration: the only way to permanently kill them is by burning their flesh.
- Supernatural Senses: they can see radioactive and electromagnetic emissions thanks to their mutations, which frequently give them macrocephaly. They also gain a +2d6 bonus to resisting on NS, to Interaction checks targeting them, and to Initiative.

ACTIONS (2):
Attack (Claws AV 10), 2/7/13, Piercing 2.

Galvanize the Mur: all Mur within a 20m radius can perform any one Action by using a Reaction, and they get a +1d6 bonus to perform it. Alternatively, Mur'Lak can issue an order to a Mur'Ghal within 20m and the latter will execute it on his next Turn, gaining a +1d6 bonus for doing so.

Terrify: by practicing magic, they can instill fear in their opponents: anyone witnessing such practices has to resist NS 1d6 or receive a -1 malus to Morale per point of difference. This malus isn't cumulative and this Action can only be performed once per Round.

REACTIONS (1):
They can take any type of Action as a Reaction, even if they didn't Wait.

MUR'GHAL

DESCRIPTION

Horrific creatures created through traditional rituals: the Mur'Lak unite the bodies of dying Mur, fusing them together by taking advantage of their quick regenerative abilities, and sacrifice themselves as the last act to give life to the creature. These mindless beasts destroy everything in their path and are regarded with respect and fear by Mur themselves; they're only unleashed against enemies that are too difficult to defeat or in especially extreme cases, as they're almost impossible to control.

ECOLOGY

Dietary Requirements
-

Intellect
Non-sentient

Attitude
Hostile towards everyone, they can only be controlled by the Mur'Lak.

Environment
Underground, Animals DL 6d6+14, 28 hours.

RESOURCES/FOOD

1d6x Portion of *Mur Blood* +1 per point by which a DL 3d6+10, 10 minutes, Medicine check is passed) 12x Portions of *White Meat* (if eaten raw this meat causes a malus of -1d6 to all actions for the following 2d6 hours due to very slow digestion), 18x of *Hides* and 12x of *Bones*.

TACTICS

- **Mur'Ghal** are usually kept in remote pits or caves and they're only released when necessary.
- **Mur'Ghal** attack anything alive in front of them, always aiming for the Location with the lowest DL.

SYSTEM POINTS
51

BODY	REFLEXES	MIND
12	8	3

PHYSIOLOGY:
- **Head:** DL 15 Res: -
- **Torso:** DL 8 Res: -
- **Arms x6:** DL 12 Res: -
- **Legs x6:** DL 12 Res: -

STATS:
Speed: 9m
Height: 2 - 2,6m
Weight: 120-190Kg
Load: 120Kg
Strength: +2

EQUIP:
-

SKILLS:
- **Smelling:** +10

SPECIAL TRAITS:
- **Adapted to the Depths:** they can see perfectly in Low or lower light conditions, but become Distracted when exposed to Normal or higher intensity light.
- **Absorb Corpse:** whenever they move over a corpse they absorb it, recovering 1d6x SP and gaining 1 extra Free Action they can use to perform an attack every Round.
- **Cellular Immortality:** they can live in anaerobic environments, they don't age and they're immune to disease, infections and the negative effects of electricity. In addition, every 1d6 hours they decrease a Damage taken by one degree and each Round they decrease any Pain and Bleeding Conditions by 1. Only fire can interrupt their unique regeneration: the only way to permanently kill them is by burning their flesh.
- **Mindless:** they're immune to Fear and other psychological effects, including any bonus and malus to Morale.

ACTIONS (2):
Attack (Claws AV 16), 2/7/13, Piercing 2, each Round the creature can perform 1d6x Attacks as a Free Action and it attacks from all sides.

REACTIONS (1):
Dodge: +6

NECROCORDICEPS

DESCRIPTION

Even viruses are entities capable of thought on Materia, and sometimes they can purposefully interact with the macroscopic world. This is true for Necrocordiceps, who evolved to act as colonies capable of controlling the bodies of those they infect: once they've infected the brain, they manage to replace the victim's consciousness by making a new one emerge and assuming complete control over the body. Infected creatures show telltale signs that vary based on the virus's version, but all infected creatures share the same swollen dark veins and redness within the ocular apparatus.

ECOLOGY

The onset of an intellect provided these viruses with a strategic mind, but occasionally it also gave them a sense of moral; some of them, indeed, choose to live at the host body's expense by exploiting it until it's time to infect someone else and reproduce, while others enter into symbiosis with the bodies of more civilized beings in a mutual exchange of energies that guarantees the highest possible chance of survival to both parties involved.

DIET

Their diet depends on the creature they're infesting, but the metabolic increase the virus causes increases the creature's daily requirements.

INFESTER

DESCRIPTION

The most ruthless Necrocordiceps's sole purpose is infecting as many creatures as possible, and they accomplish this by employing all of the physical characteristics of their host body (describe their external appearance choosing from the different species available).

ECOLOGY

DIETARY REQUIREMENTS

2 Portions of *Water* and 2 Portions of a Food suitable for the host body every 24 hours.

INTELLECT

Sentient

ATTITUDE

Hostile towards everyone, although they try to keep their true nature hidden.

ENVIRONMENT

Forest / Desert / Coastal / Mountain / Plains / Underground / Vulcanic, Medicine DL 2d6+11, 16 hours.

RESOURCES/FOOD

3x Portions of *White Meat*, 3x of *Hides* and 3x of *Bones* (these remain infectious for 2d6 hours after death; quantities may vary depending on the infected species).

TACTICS

- **Infester Necrocordiceps** roam around and try to approach their victims by pretending to be individuals in distress (Interaction: Empathy / Medicine DL 4d6 to see through this deception) to get in physical contact with them.
- **Infester Necrocordiceps** only attack if they're found out, targeting the healthiest but weakest subject, trying to Grapple with it and infect it by biting or vomiting.

"It doesn't matter how clean or in good physical condition someone may appear: always watch out for signs of infection.
That's the only way to know if whoever's in front of you is actually who they say they are, or just an empty shell..."

System Points
28

Body	Reflexes	Mind
9	9	9

Physiology:
- **Head:** DL 15 Res: -
- **Torso:** DL 10 Res: -
- **Arms x2:** DL 12 Res: -
- **Legs x2:** DL 12 Res: -

Stats:
Speed: 7m
Height: 1,5-2m
Weight: 50-130Kg
Load: 45Kg
Strength: +0

Equip:
roll 1d6 for each specimen, on a 6 roll again, and determine one of the following items:
1) *1x **Bag** containing 1x Portions of **Ground Leeches*** 2) *1x **Simple Outfit*** 3) *1x **Blowpipe***
4) *1x **Sled** with 1d6x Portions of **White Meat***
5) *1d6x Portions of **Sweetgrass*** 6) *1x **Net***

Skills:
- **Animals:** +5
- **Sneak:** +3
- **Perception:** +2
- **Brawling:** +4

Special Traits:
- **Infection:** they can infect another body just by touching it (resist IS 1d6). If the check fails, the body the virus is currently in falls to the ground and Faints; after 1d6 hours the virus will take control of the new host, gaining all of the Special Characteristics listed here. Every 24 hours, the host will get the chance to chase away the virus by passing the same resist check mentioned above. Moreover, when the host suffers Medium or Severe Damage, anyone within 1m will be subject to infection due to blood splashing. The host body remains infectious for 2d6 hours after its death.
- **Insensitive:** the creature is immune to Pain conditions and gains a bonus of +1d6 when targeted by Interaction checks.

Actions (2):
Attack (Bite AV 13) 3/8/15, this attack transmits the infection. The IS to resist increases by +1 per Degree of Damage above Light dealt.

Attack (Vomit AV 15), Range 3m, if the attack hits the Head it transmits the infection and Blinds targets until the liquid is washed off (one Action is enough to do so).

Attack (Grapple AV 16).

Reactions (0):
-

MUTANT

Description

Bodies infected with Necrocordiceps sometimes develop truly horrible and deforming genetic mutations, which turn them into brainless abominations; talking to these twisted and violent monsters is basically impossible, since they attack any life forms in front of them in order to feed.

Ecology

Dietary Requirements
3 Portions of *Water* and 3 Portions of a Food suitable for the host body every 24 hours.

Intellect
Non-sentient

Attitude
Hostile towards everyone.

Environment
Forest / Desert / Coastal / Mountain / Plains / Underground / Vulcanic, Medicine DL 3d6+11, 22 hours.

Resources/Food

4x Portions of *White Meat*, 4x of *Hides* and 4x of *Bones* (these remain infectious for 2d6 hours after death; quantities may vary depending on the infected species).

Tactics

- **Mutant Necrocordiceps** are monsters devoted to violence and they attack anyone they see.
- **Mutant Necrocordiceps** always attack by trying to Grapple with targets and bite them.

System Points
43

Body	Reflexes	Mind
14	9	8

Physiology:
- **Head**: DL 15 Res: +2
- **Torso**: DL 10 Res: +2
- **Arms x3**: DL 12 Res: +2
- **Legs x2**: DL 12 Res: +2

Stats:
Speed: 9m
Height: 1,9-2,5m
Weight: 80-160Kg
Load: 70Kg
Strength: +4

Equip:
1x *Simple Outfit* (torn, presents 1d6x Light Damage)

Skills:
- **Animals**: +5
- **Perception**: +5
- **Brawling**: +8

Special Traits:
- Infection: they can infect another body through biting or exchanging fluids (resist IS 1d6). If the check is failed, the body the virus is currently infesting continues to act, and the virus will take control of the new host after 1d6 hours, gaining all of the Special Characteristics listed here; every 24 hours, the host will get the chance to chase away the virus by passing the same resist check mentioned above. The host body remains infectious for 2d6 hours after its death.
- Insensitive: the creature is immune to Pain and Bleeding conditions and receives a +1d6 bonus when targeted by Interaction checks.
- Mutazione Incontrollabile: if the creature suffers Medium or Severe Damage it will develop one of the following mutations after 1 Round, randomly determined by rolling 1d6:
  1. *Extra Arm*: it gains a Claws attack as a free action.
  2. *Extra Eyes*: it gains +2 to Observation and +1 Initiative checks.
  3. *Tentacle*: it gains a +1d6 bonus to Grapple.
  4. *Extra Jaws*: it gains a Bite attack against anyone Grappling with it as a Free Action.
  5. *Skin Hardening*: +2 Res to the injured Location.
  6. *Wings*: it gains two extra Locations that grant it a 3m flight speed.

Actions (2):
Attack (Bite AV 15) 1/7/12, Strength: +4, this attack transmits the infection. The IS to resist increases by 1 per Degree of Damage above Light dealt. The creature can only use this attack once per Round and only against targets it's Grappling with.

Attack (Claws AV 18), 2/7/13 Strength: +4, the creature gains one Claws Attack as a Free Action every Round.

Attack (Grapple AV 22).

Reactions (1):
Dodge: +6

NESTPLANT

Description

Some plant-based beings equipped with more or less evolved minds move frequently and willingly (such as Empyrodons, Neurofungi or Shrubs), while others prefer to spend most of their time motionless: this is the case of Nestplants; very similar to shrubs whose upper portion is made up of four tall intertwining trunks covered in intertwined branches, Nestplants are actually carnivorous plants equipped with jaws and a very long root, similar to a tongue, with which they capture unaware prey who ventures through their dorsal branches or between their long legs looking for protection.

Ecology

They rarely move, preferring to wait motionless for some delicious animal to pass by, and then only move to aid their digestion. Nestplants owe their name to the safe and welcoming appearance of their backs, which look like great places to build nests or naturally sheltered dens.
In reality, they can grow out their dorsal branches in the span of just a few hours, turning them into a wooden cage inside which anyone who stopped to rest gets trapped. If they don't feed on the prey immediately by retrieving it with their flexible prehensile tongue, they use it as bait for other possible prey and keep it as an emergency meal.

Diet
They're carnivorous, although they get some of their nourishment from the soil.

Dietary Requirements
1 Portion of *Water* every 48 hours, which they extract from the ground, and 1 Portion of *Meat* every 7 days.

Intellect
Non-sentient

Attitude
Hostile towards anyone who passes under their legs and Indifferent towards all others.

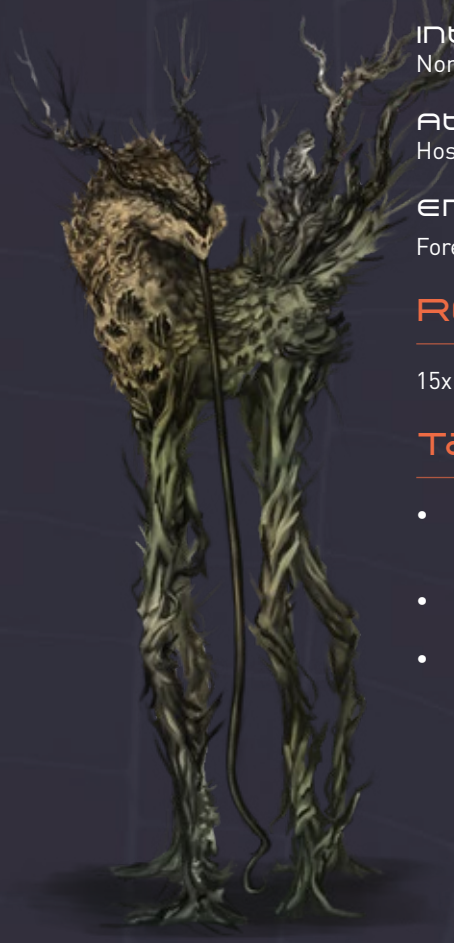
Environment
Forest / Coastal / Mountain, Herbalism DL 2d6+16, 36 hours.

Resources/Food

15x Portions of *Wood*, 2d6x of *Seeds*, 10x of *Fiber*, 1d6-1 of *Foulshroom*.

Tactics

- **Nestplants** are rather calm beings and wait for their prey motionless (Observation/Herbalism DL 2d6+16 to realize they're not regular trees) attacking by surprise anyone who passes under their legs.
- **Nestplants** attack with their long tongue, always aiming for the Torso, and after swallowing a prey they begin to move slowly in order to digest it.
- **Nestplants** attack targets trapped inside their cage only if these try to break free, gaining a +1d6 bonus to do so.



SYSTEM POINTS
51

BODY	REFLEXES	MIND
23	7	2

PHYSIOLOGY:
- **Head:** DL 15 Res: +4
- **Torso:** DL 7 Res: +4
- **Legsx2:** DL 9 Res: +4

STATS:
Speed: 10m
Height: 15-18m
Weight: 1500-2000Kg
Load: 400Kg
Strength: +13

EQUIP:
roll 1d6, on a 6 roll again, to determine what's trapped inside its back:
1. 1d6x **Lemurites**
2. 1x **Feathered Lizard**
3. 1x **Elder Clone** (infected with Infester Necrocordiceps)
4. 1x **Felikor** (with 1 Medium Damage to a wing)
5. 1d6x **Worker Arthropoids**
6. 1x **Beater Primordian**

SKILLS:
- **Perception:** +10
- **Animals:** +4

SPECIAL TRAITS:
- **Massive:** each Location must suffer 3 extra Damage per degree before moving on to the next degree.
- **Vegetable Mind:** the creature is immune to fear, any bonus or malus to Morale and it can't be targeted with Interaction checks except by other plants.
- **Dorsal Branches:** if no one's currently trapped within its branches (the cage has Res: +4 and DL 5 to be hit; dealing Medium Damage or a successful DL 5d6 Body check is enough to create an opening; damages dealt to the cage don't count as Damages dealt to the Nestplant) the creature will wait for anyone who stopped beneath it to fall asleep and within 1d6 it will grow the branches out until the target's trapped in the cage. Those who rest in the shade of its branches are considered as if they were resting on a comfortable bed.

ACTIONS (1):
Attack (Tongue AV 24) Reach: 12m, if the attack hits it the Nestplant Grapples with targets and it gains a Free Action to use each Round that can be used to bring prey to its mouth (passing an opposed Grapple check; anyone who gets swallowed will suffer 1 Medium Damage to each Location from crushing for each Round they spend inside the creature, and they can only attack with light weapons to try and make their way out, dealing at least one Severe Damage, DL 5 Res: +4). Targets wrapped in the tongue will be Immobilized and during their Turn they can only attempt a Grapple check to break free.

Attack (Grapple AV 27), only with the prehensile tongue.

REACTIONS (0):
-

"Among the craziest forms of asceticism trending among Bioshamans there's one that includes a period of isolation on the back of a Nestplant; it goes without saying that many don't survive the experience, but being turned into fertilizer for such creatures is nonetheless seen as a means of ascension."

NEUROFUNGI

DESCRIPTION

Neurofungi represent one of the most advanced evolutionary stages ever reached by a plant species. In addition to growing to considerable sizes (from 1 meter up to 3-5 meters), these fungi develop complex neural networks and the ability to move.
Their vegetable brains are capable of limitedly complex thoughts and they're mainly driven by a desire for infestation and unlimited expansion; they also possess psionic abilities that allow them to perceive their surroundings and interact with the minds of complex beings, communicating with them and even dominating them. In spite of their fragile bodies, this highly widespread population represents a threat that shouldn't be underestimated.

ECOLOGY

These creatures live in huge colonies made up of dozens, if not hundreds, of specimens, adamant about spreading their spores to expand their domain. Neurofungi assign duties within their society based on each specimen's level of development, using the youngest as soldiers or workers and electing the oldest and most imposing as their colonies' sovereigns and guides.
Their main purpose seems to be constant expansion, growth, and occupation of the largest possible territory: they don't seem to be guided by any form of morality, and they go so far as to enslave and subdue entire populations or destroy entire ecosystems in order to impose their own domain. Though historically in conflict with other plant or fungal species, Neurofungi manage to remain at the apex of evolution: when their superior minds come together in large numbers, strengthening each other, Neurofungi can come up with highly complex tactics.

DIET

Like all mushrooms they mainly need to absorb liquids, although they can live for long periods of time without any nourishment; they're also attracted to electrical sources, which allow them to boost their psionic abilities.

INFESTERS

DESCRIPTION

Infesters are mostly employed as explorers or as troops to defend the territory answering to older specimens' orders; usually they're no taller than 1.5m.

ECOLOGY

DIETARY REQUIREMENTS

1 Portion of *Water* every 7 days.

INTELLECT

Semi-sentient

ATTITUDE

Hostile towards anyone who isn't a vegetable.

ENVIRONMENT

Forest / Coastal / Mountain / Swamp / Underground, Herbalism DL 2d6+11, 18 hours.

RESOURCES/FOOD

2x Portions of *Fiber* (every 2 Portions eaten count as 1 Portions of Vegetables, and they can be eaten by everyone).

Tactics

- **Infesters** spread spores and act as sentries for the colonies; they never retreat if attacked, but they alert other Neurofungi in the area.
- **Infesters** are usually encountered in groups of 2d6 individuals.
- **Infesters** try to block potential invaders with their own bodies and have no problem sacrificing themselves in order to slow invaders down and influence them with their spores.
- **Infesters** always protect a nearby Supreme or Subjugator, giving it as much cover as possible with their own bodies.
- **Infesters** must resist NS 5 if they see a fire, otherwise they will be Scared for as many Rounds as the point difference.

System Points 28

Body	Reflexes	Mind
7	14	10

Physiology:
- **Head:** DL 15 Res: -2
- **Torso:** DL 12 Res: -1
- **Roots x4:** DL 17 Res: 0

Stats:
Speed: 6m
Height: 1,1-1,5m
Weight: 20-50Kg
Load: 35Kg
Strength: -3

Equip:
-

Skills:
- **Perception:** +3
- **Climbing:** +4

Special Traits:
- **Electromagnetic Affinity:** Infesters are immune to the negative effects of electricity; if they come into contact with an electrical source they recover 1 SP and resisting their special skills costs +1 for each Light Damage they would suffer.
- **Fungi Creature:** they're immune to Bleeding Conditions and they receive a bonus of +1d6 to resist on NS.
- **Infesting Spores:** Neurofungi continually emit spores in a 1m radius: anyone within this area risks being contaminated (resist SI 1d6, or this causes a malus of -1 per point of difference to all actions; the effect will last for 1 minute or as long as targets are exposed to the spores). When Neurofungi die, they let out an explosion of spores in a 3m radius.

Actions (2):
Psionic Attack: targets contaminated by spores (see above) can be affected by this Action if they're within 20m of the creature: targets lose 1 NS.

Alarm Spores: the creature emits smaller spores in a 50m radius; these spores don't cause any negative effects but they alert all other Neurofungi in the area by summarily reporting what's happening and where. These spores bypass obstacles and pass through the smallest cracks; when they're emitted the creature can't emit Infesting Spores for the rest of the Round.

Reactions (2):
Dodge: +6

SUBJUGATOR

DESCRIPTION

Subjugators are elite troops within Neurofungi colonies and they frequently command entire groups of Infesters, ordering strategies to follow; they're usually accompanied by other living beings they enslaved through their psionic abilities. Subjugators can reach 3m in height.

ECOLOGY

DIETARY REQUIREMENTS
1 Portion of *Water* every 7 days.

INTELLECT
Semi-sentient

ATTITUDE
Hostile towards anyone who isn't a vegetable; they try to impose their superiority on all plant-based beings.

ENVIRONMENT
Forest / Coastal / Mountain / Swamp / Underground, Herbalism DL 3d6+13, 24 hours.

RESOURCES/FOOD

3x Portions of *Fiber* (every 2 Portions eaten count as 1 Portion of Vegetables, and they can be eaten by everyone).

TACTICS

- **Subjugators** usually make their slaves fight on their behalf; they also employ these slaves or any Infesters as protection.
- **Subjugators** try to get close to the most physically fit opponents in order to subdue them psionically.
- **Subjugators** only use alarm spores to call for backup when they're outnumbered.
- **Subjugators** are usually accompanied by other subordinates (roll 1d6):
  1) 1x Subjugated Primordian Beater **2)** 1d6x Infester Neurofungi **3)** 1x Subjugated Soldier Arthropoid **4)** 1x Subjugated Hunter Squamata **5)** 2x Infester Neurofungi and 1x Subjugated Common Verminoid **6)** 2x Infester Neurofungi and 1x Subjugated Lemurite.

SYSTEM POINTS
39

BODY	REFLEXES	MIND
8	14	14

PHYSIOLOGY:
- **Head:** DL 14 Res: -1
- **Torso:** DL 11 Res: 0
- **Roots x4:** DL 15 Res: 0

STATS:
Speed: 6m
Height: 1,5-1,9m
Weight: 20-50Kg
Load: 40Kg
Strength: -2

EQUIP:
-

SKILLS:
- **Herbalism:** +4
- **Perception:** +4
- **Climbing:** +7

SPECIAL TRAITS:
- **Electromagnetic Affinity:** Infesters are immune to the negative effects of electricity; if they come into contact

(continue)

with an electrical source they recover 1 SP and resisting their special skills costs +1 for each Light Damage they would suffer.

- Fungi Creature: they're immune to Bleeding Conditions and they receive a +1d6 bonus to resist on NS.
- Infesting Spores: Neurofungi continually emit spores in a 1m radius: anyone within this area risks being contaminated (resist IS 1d6, or this causes a malus of -1 per point of difference to all actions; the effect will last for 1 minute or as long as targets are exposed to the spores). When Neurofungi die, they let out an explosion of spores in a 3m radius.

Actions (3):

Psionic Attack: targets contaminated by spores (see above) can be affected by this Action if they're within 40m of the creature: targets lose 1 NS.

Mind Control: targets contaminated by spores (see above) can be affected by this Action if they're within 10m. Targets can be subject to mind control (resist NS 1d6) and answer to the creature's orders during their next Turn. At the end of each Round, targets can try to resist this effect again, which will otherwise last for 1 minute or as long as they're contaminated by the spores.
This Action can only be performed once per Round for each target.

Attack (Roots AV 18), 2/7/14 Reach: 3m, if the attack hits, the creature Grapples with targets.

Attack (Grapple AV 16).

Alarm Spores: the creature emits smaller spores in a 50m radius; these spores don't cause any negative effects but they alert all other Neurofungi in the area by summarily reporting what's happening and where. These spores bypass obstacles and pass through the smallest cracks; when they're emitted the creature can't emit Infesting Spores for the rest of the Round.

Reactions (1):

Dodge: +7

SUPREME

Description

Supreme Neurofungi are the founders and eldest members of a colony; they develop from Prime Spores and through their influence they're able to communicate and control other specimens; their superior intelligence allows them to devise intricate expansion strategies as well as ponder complex and deep thoughts. They can reach up to 5m in height.

Ecology

Dietary Requirements

1 Portion of *Water* every 7 days.

Intellect

Semi-sentient

Attitude

Hostile towards anyone who isn't a vegetable; they try to impose their superiority on all plant-based beings.

Environment

Forest / Coastal / Mountain / Swamp / Underground, Herbalism DL 4d6+19, 29 hours.

Resources/Food

6x Portions of *Fiber* (every 2 Portions eaten count as 1 Portion of Vegetables, and they can be eaten by everyone; in addition, whoever eats the head will be Focused on all Mind checks for the following 1d6x days), 1x *First Spore*.

"These semi-sentient mushrooms worship the concepts of proliferation and expansion at any cost, so much so that it's a true religious social structure known everywhere as Cult of the Infestation."

Tactics

- **Supreme Neurofungi** are usually encountered near powerful electromagnetic sources, from which they draw energy, and they rarely move away from them.
- **Supreme Neurofungi** always surround themselves with at least 2d6 Infesters, ordering them to defend them (Infesters will use their Reactions to stand in the way of hits targeting Supreme Neurofungi).
- **Supreme Neurofungi** also grant a +1d6 bonus to Initiative to other Neurofungi within 50m of them.

System Points 62

Body	Reflexes	Mind
10	12	18

Physiology:

- **Head:** DL 10 Res: 0
- **Torso:** DL 10 Res: 0
- **Roots x6:** DL 10 Res: 0

Stats:

Speed: 3m
Height: 2,4-3m
Weight: 90-150Kg
Load: 50Kg
Strength: 0

Equip:

-

Skills:

- **Herbalism:** +11
- **Perception:** +9
- **Climbing:** +4

Special Traits:

- Electromagnetic Affinity: Infesters are immune to the negative effects of electricity; if they come into contact with an electrical source they recover 1 SP and resisting their special skills costs +1 for each Light Damage they would suffer.
- Fungi Creature: they're immune to Bleeding Conditions and they receive a +1d6 bonus to resisting on NS.
- Large: each Location must suffer 1 extra Damage per degree before moving on to the next degree.
- Infesting Spores: Neurofungi continually emit spores in a 1m radius: anyone within this area risks being contaminated (resist IS 1d6+3, or it causes a malus of -1 per point of difference to all actions; the effect will last for 1 minute or as long as targets are exposed to the spores). When Neurofungi die, they let out an explosion of spores in a 3m radius.
- Terrifying: when targets see this creature for the first time, it scares them (resist NS 1d6+2); anyone who doesn't resist will be Scared for as many Rounds as the point difference or Terrified if the difference is 5 or more.

Actions (4):

Psionic Attack: targets contaminated by spores (see above) can be affected by this Action if they're within 60m: targets lose 1d6 NS and any other contaminated creatures within 1m of the target lose 1 NS as well.

Mind Control: targets contaminated by spores (see above) can be affected by this Action if they're within 20m. Targets can be subject to mind control (resist NS 2d6) and answer to the creature's orders during their next Turn. At the end of each Round, targets can try to resist this effect again, which will otherwise last for 1 minute or as long as they're contaminated by the spores.
This Action can only be performed once per Round for each target.

Attack (Roots AV 18): 1/6/10 Reach: 6m, if the attack hits, the creature Grapples with targets

Attack (Grapple AV 18).

Alarm Spores: the creature emits smaller spores in a 1000m radius ; these spores don't cause any negative effects but they alert all other Neurofungi in the area by summarily reporting what's happening and where. These spores bypass obstacles and pass through the smallest cracks; when they're emitted the creature can't emit Infesting Spores for the rest of the Round.

Reactions (0):

-

NEVERBORN

Description

Of all the horrifying creatures that crawl over Materia, Neverborns are among the most disturbing. They're huge shapeless bodies growing inside large gelatinous globes, submerged in a highly volatile liquid; if left undisturbed, they spend their entire existence in this fetal state in which, however, they are anything but helpless. Indeed, these creatures have five tentacles they use to probe the surrounding area, as well as to move, climb and tear any other creatures to shreds, bringing them to their mouths – their cocoon's only open slit.
Over time, the globe that contains them grows as the creature feeds, reaching considerable size; it's filled with a highly corrosive substance that, in addition to protecting Neverborns, severely injures anyone who deals any damage to the globe.

If the cocoon in which they grow gets destroyed, the emerging body – equipped with four supporting limbs but no head (their brain consists of a neural network that extends throughout the body) – has difficulty moving and will decompose within a few hours, as germs and bacteria attack these creatures very easily. However, while in this state, it poses an even greater threat, as despair and pain send it into a blind and violent fury.

Ecology

These weird living beings' origins are unknown; apparently globes slowly form in sulfurous water pools, moving to the mainland once their tentacles develop, which they use to move.
These tentacles keep growing throughout their lives.
Their name derives precisely from the fact that they never leave their protective womb, so their body remains eternally incomplete; some believe that they live their real life in a dream world, while others think they are the personification of nightmares.

Diet
They're omnivorous but if they can't find any meat they feed exclusively on vegetables; their mouths are quite narrow, so they tend to tear larger prey into small pieces.

Dietary Requirements
They need 3x Portions of any Food every 24 hours.

Intellect
Non-sentient

Attitude
Indifferent if they've fed, Hostile if they're hungry (their Attitude can't be changed).

Environment
Forest / Coastal / Mountain / Swamp / Plains / Underground / Vulcanic, Animals DL 16+5d6, 30 hours.

Resources/Food

7x Portions of *Red Meat* (it's sour, and each portion eaten causes 1 Light Internal Damage), 10x Portions of *Bones*, 10x Portions of *Carapace*, 3d6x Portions of *Acid* (which evaporates when exposed to air, becoming gas), 5x Portions of *Glue*.

Tactics

- **Neverborns** are solitary and live in areas as anaerobic as possible; they're usually hanging by their tentacles and hidden, so as to ambush their prey while standing still (Perception DL 3d6+10).

"Let us move
Through this world as
Unsuspecting sleepers do
When they travel
The streets of dreams.
Let us dream
Away from the horrors
From sounds and colors"

From the "Neverborn Elegy", a play in several acts that's been around forever

- **Neverborns** attack by trying to grab their prey with their extendable tentacles and aim for the limbs, which they try to tear off and swallow.
- **Neverborns** always attack whoever used the most Actions first, and they can't see anyone standing still; if faced with more than one attacker, they equally split their attacks.
- When the globe is destroyed, **Neverborns** start spending +1 SP per Round to boost their actions, always using at least one Action per Turn to move in a random direction.

System Points 82

Body	Reflexes	Mind
19	12	5

Physiology:
- **Globe:** DL 10 Res: -2
- **Tentacles x5:** DL 12 Res: +7
- **Torso:** DL 9 Res: +7
- **Wings x4:** DL 11 Res: +7

Stats:
Speed: 10m (It can climb walls without taking any Climbing check; -2m (for each tentacle used to do something else)
Height: 3,5-4m
Weight: 300-600Kg
Load: 100Kg
Strength: +9

Equip:
-

Skills:
- **Sneak:** +10
- **Observation:** +8

Special Traits:
- Large: each Location except the globe must take 1 extra Damage per degree before moving on to the next degree.

- Protective Globe: the whole creature is immune to acids and its real body is hidden inside a gelatinous globe containing a corrosive liquid that turns into gas when it comes into contact with the air: when the globe is injured, anyone within 1m of the Neverborn takes 1d6 Light Damage from acid, and if the globe gets destroyed anyone within 1d6m will suffer 3d6 Light Damage.
  Either way, the toxic cloud also blurs the vision of anyone trying to attack the creature from a distance, increasing the DL to hit it by 5.
  Once the globe is destroyed, the body comes out and undergoes the following changes: -1d6 Initiative, -2 Reactions, +2 Actions, it gains the Leg attack (see below), it starts moving on legs, it's no longer able to climb, its Speed halves, it instantly recovers 2d6 SP, in the first 1d6 Rounds the creature is covered in acid which deals 1 Light Damage on contact, and it will be Distracted during the first Round.

  The body is particularly susceptible to the bacteria in Materia's atmosphere, suffering 1 Light Damage to each Location except for the tentacles every 1d6 minutes; this vulnerability also translates into a -1d16 malus to resisting any Disease.

- Extended Neural Network: the creature is immune to Fear effects and gains a +1 bonus to Initiative for each intact tentacle it still has (normally +5, and whenever a tentacle is severed during an action scene the creature's Initiative count will drop by 1). Its visual organs are inside the tentacles' skin cells, so should all tentacles get severed the creature becomes blind (-2 malus to Perception per severed tentacle), and can only see moving targets.

Actions (3):
Attack (Tentacles AV 19) 3/9/12, Strength: +9, 5m Reach, targets are automatically in Grapple.

Attack (Leg AV 17) 1/4/9, Strength: +9, Piercing 5, the creature can only perform one Leg attack per Round.

Attack (Grapple AV 22), the acid dripping down the tentacles from the globe deals 1 Light Damage to each target held.

Reactions (3):
Dodge: +7

The creature can counter with its tentacles even if it didn't Wait.

ONEIROPHAGE MANTA

DESCRIPTION

Also commonly known as Oneiromantas, Oneirophage Mantas look like large, rhombus-shaped cartilaginous fish with several tails that are almost tentacles. Their body sometimes appears semi-transparent at first sight, giving observers a glimpse of the sentient being from which they developed – almost like a residual image of the person they once were. Their body seems suited to life in a fluid thicker than air, allowing them to float around in Materia's skies.

ECOLOGY

Oneirophage Mantas usually move in small flocks of 4-6 individuals, and they're attracted to other living beings' dream activity: the more intense this is, the more it will act as a beacon for this bizarre species. Mantas are actually born from sentient beings' dreams; sometimes, creatures that are too deeply lost in dream meditation practices (such as Oneirophants) end up turning into these mystical beings or, legend has it, disappearing from the world to be reborn in the form of Oneirophage Mantas in the dream world. Obviously, those who undergo this change lose any semblance of intellect, which is only regained if they connect to a dreaming living being: Mantas rarely choose to approach mortals except to feed on their dreams, but when they become familiar with someone whose asceticism is great enough, they establish bonds that may bring their old personalities back to the surface. Because of these legends, many people attribute extra-dimensional origins to these creatures.

DIET
They feed on the dreams of others, or so it's believed.

DIETARY REQUIREMENTS
They must absorb at least 3 Portions of Dreams every 24 hours (see ***Dream Dance*** below).

INTELLECT
Non-sentient

ATTITUDE
Indifferent, or Friendly towards anyone who scores a 12+ on the Dream table while asleep.

ENVIRONMENT
Desert / Mountain, Animals DL 3d6+2, 14 hours.

RESOURCES/FOOD

If killed, Mantas will leave practically nothing behind as their bodies are partially insubstantial: only by passing a DL 3d6+12, 30 minutes Medicine check will it be possible to extract the pineal gland of the creature that once generated the Manta. This gland is used by experts to amplify dream activity (+2d6 to the next roll on the Dream table if ingested, but you risk turning into an Oneiromanta if 3 identical numbers result from the roll, regardless of the result obtained).

TACTICS

- **Oneirophage Mantas** are nearly impossible to train (Animals 5d6+15, 29 hours) but you get a +1d6 bonus to do so during the Orphic Phase of the moons; doing this is only possible after having been chosen as a target by one of them.
- **Oneirophage Mantas** are almost always encountered in groups of 2d6x specimens and they appear at night; they tend to flee if attacked or approached by anyone they haven't chosen.
- **Oneirophage Mantas** are attracted to anyone who scores a 6+ on the Dream table while asleep; if they're undecided, they always move towards the area the highest result is coming from, flying over it and performing their dance.
- **Oneirophage Mantas** only attack if driven by lack of nourishment, favoring sleeping prey that they will try to surprise. They aim for the Head with their tentacles, trying to grab prey and carry it away as it sleeps.
- **Oneirophage Mantas** gain a +1d6 bonus to all checks during the Orphic phase of the moons.

System Points
40

Body	Reflexes	Mind
10	15	8

Physiology:
- **Body:** DL 12 Res: +0
- **Tentacles:** DL 17 Res: +0

Stats:
Speed: 15m (flying, they can float)
Height: 2-2,8m
Weight: 50-70Kg
Load: 50Kg
Strength: +0

Equip:
-

Skills:
- **Dance:** +6
- **Sneak:** +4

Special Traits:
- Daughters of the Night: they only exist at night; as soon as the Destroyer rises they disappear, and reappear at the next sunset 5d6x10m from where they disappeared, in a random direction.
- Orphic Curse: whoever kills an Oneiromanta suffers a -5 malus to Dream table rolls, which will decrease by 1 day after day until it disappears.
- Visual Concealment: +1 DL to hit the creature every 3m of distance.
- Dream Senses: Oneirophage Mantas don't possess the regular 5 senses, but rather detect brain activity of anyone within 100m (they get a +5 bonus to Perception to locate whoever's dreaming).

Actions (2):
Danza Onirica: moving in a sinuous way, Mantas can influence the mental activity of targets within 15m in two possible ways:

1) **Deprivation:** *all sleeping sentient beings within 10m suffer a malus of -1 to rolls on the Dream table (-1 per hour spent in the creature's presence). For each additional -1 gained this way, Mantas get 1 Portion of nutrition.*

2) **Stimulation:** *any target within 15m rolls twice on the Dream table upon awakening, if they're asleep; if they're awake, they roll once and apply the Dream table's results.*

Attack (Tentacles AV 17) if this attack successfully hits, the creature Grapples its targets, who will have to resist NS 1d6 at the start of each turn or fall into a deep sleep instantly (sleeping targets have to roll on the Dream table). The attack also triggers a neural connection to the being from which the Manta was born, or at least to that person's leftover residue. If you manage to persuade this individual through a DL 4d6, 1 minute, Interaction check you will gain immunity to the creature's Dream Dance of Deprivation and the Oneiromanta may be tamed by passing a DL 6d6, 8 hours Animal+Esoterica check. For each Round in which targets remain asleep amidst the tentacles without passing the Interaction check mentioned above, the neural connection is likely to drive the target insane (resist NS 1d6 or receive +1 Mental Disorders).

Reactions (2):
Dodge: +7

"Reptiles and plants! Androids and primates! Bacteria and invertebrates! Hear the story of the mystical Manta Knight! Palanthil the Cosmic Champion! The Oneirophant who traveled dreams with the same ease it takes you to put one leg in front of the other, and who finally transformed into what he loved most..."

Mulleh'Khan, Oneirophant-Actor, and his traveling troupe

OVOPARASITE

DESCRIPTION

These large amphibious batrachians have six legs, a body dominated by large toothed jaws and three peduncles, which are their main sensory organs. They're monogendered and oviparous: this means their eggs grow and are carried on their backs. The hatching of these eggs is closely linked to the parent's conditions: whenever the parent is physically or psychologically stressed, the tadpoles' genes activate and they're instantly expelled from their shells, reaching an intermediate stage of growth in a few seconds. This defense mechanism allows the new offspring to survive, but kills the parent in the process.

ECOLOGY

Ovoparasites mostly live in humid and shaded environments, where they can hunt their favorite prey – insects and other small animals. Eggs spontaneously grow on their backs, with no need for any reproductive acts, and their complete development can take many years.
Given such a long gestation time, "regular" hatching rarely occurs; it's much more likely that, when frightened by imminent danger or injured, Ovoparasites expel their numerous and hungry offspring ahead of time. Only those who manage to adequately feed within the first few hours will survive and develop into adult specimens, while the rest will die.
This species takes its name precisely from these eggs: not only because they remain on the parent's back for a long time, feeding on it, but also because when they hatch prematurely tadpoles see no other option but to feed on the body of the parent who's looked after them so far.

DIET

They're carnivores and mainly feed on small animals, although tadpoles are exceptionally voracious and will eat anything.

ADULT

DESCRIPTION

Adult specimens are slower than young ones and tend to spend a lot of time motionless in the water, extending their peduncles to monitor the area.
It's unclear how long an Ovoparasite's lifespan is, as their most frequent cause of death is tadpoles devouring the parent as they're born.

ECOLOGY

DIETARY REQUIREMENTS

1 Portion of *Meat* every 48 hours and 1 of *Water* every 8 hours.

INTELLECT

Non-sentient

ATTITUDE

Displeased towards everyone.

ENVIRONMENT

Forest / Coastal / Swamp, Animals DL 3d6+1, 34 hours.

RESOURCES/FOOD

2x Portions of *White Meat*, 2x Portions of *Bones*, 1d6x of *Ovaric Mucus*.

Tactics

- **Adult Ovoparasites** spend their time submerged in stagnant pools (Perception DL 3d6+4 to locate them) where contracting Muscle Disease is likely (see the ***Text of Traditions paragraph 4.4 Natural Dangers***).
- When hungry, **Adult Ovoparasites** may attack prey larger than themselves.
- **Adult Ovoparasites** release their tadpoles if their SP drops below half or if they suffer Medium or Severe Damage.
- After releasing their tadpoles, **Adult Ovoparasites** await death or continue to attack if they're Grappling with a prey.

System Points 22

Body	Reflexes	Mind
9	13	2

Physiology:
- **Torso:** DL 12 Res: -
- **Legs x4:** DL 14 Res: -
- **Arms x2:** DL 16 Res: -

Stats:
Speed: 6m (even while swimming)
Height: 0,5-0,6m (length 0,6-0,8m)
Weight: 40-70Kg
Load: 60Kg

Equip:
-

Skills:
- **Sneak:** +4
- **Swimming:** +7
- **Observation:** +7
- **Jumping:** +4

Special Traits:
- Animal Mind: the creature gains a +1d6 bonus to Mind when targeted by Interaction checks.
- Peduncle Eyes: the creature can't be taken by surprise since it sees at 360°, and it gains a +1d6 bonus to Initiative checks.
- Amphibian: Ovoparasites can breathe underwater for 10 minutes +10 per SP spent.

Actions (2):
Attack (Bite AV 14) 2/7/13, Piercing 1.

Attack (Grapple AV 11), this Action includes a Movement, carried out by jumping towards opponents, to whom the creature then clings. For each Round spent in Grapple opponents suffer 1d6 Light Damage due to the peduncles digging into their body, and they can't dodge bite attacks.

Reactions (2):
Dodge: +7

Ovoparasites can expel 1d6 tadpoles that will attack the parent directly (killing the creature within 1d6 rounds) and another 1d6 tadpoles that will pounce on any other available targets.

Tadpole

Description

The Ovoparasite's newly hatched offspring are copies of adult specimens, but less developed: they only have 2 legs, 1 ocular peduncle and their size is limited, though they visibly grow as they feed.

N.B. a single Tadpole has Danger Level 0.

ECOLOGY

Dietary Requirements
1 Portion of *Meat* every 2 hours and 1 of *Water* every 8 hours.

Intellect
Non-sentient

Attitude
Ostile nei confronti di chiunque ad eccezione degli altri girini.

Environment
Forest / Coastal / Swamp, Animals DL 3d6+1, 34 hours.

RESOURCES/FOOD

1x Portions of *White Meat*, 1x Portions of *Bones*.

TACTICS

- **Tadpole Ovoparasites** are extremely ravenous and stop at nothing, attacking everything they see, including their own parent.
- When **Tadpole Ovoparasites** become Adult, they're no longer hungry and they flee, trying to hide underwater.

"Behaving like a tadpole"

Quadripoid saying to indicate children who are being unfair and rude to their parents

SYSTEM POINTS
10

BODY	REFLEXES	MIND
4	15	1

PHYSIOLOGY:
- **Body:** DL 15 Res: -1
- **Legs x2:** DL 17 Res: -1

STATS:
Speed: 4m (even while swimming)
Height: 0,1-0,2m
Weight: 2-4Kg
Load: 3Kg

EQUIP:
-

SKILLS:
- **Swimming:** +4
- **Observation:** +3
- **Jumping:** +2

SPECIAL TRAITS:
- Animal Mind: the creature gains a +3d6 bonus to Mind when targeted by Interaction checks.
- Amphibian: the creature can breathe underwater for 10 minutes +10 per SP spent.

ACTIONS (2):
Attack (Bite AV 12) 2/8/14, Piercing 1, when this attack deals Damage the creature's SP increases by 1 +1 per degree above Light and it doubles in size, decreasing the DL to hit it by 1. Once they reach the size of adult specimens, they'll grow the other limbs and gain the corresponding stats (they will produce eggs themselves within 3d6 months).

REACTIONS (1):
Dodge: +5

PANIC FISH

DESCRIPTION

The few rivers on Materia that offer drinking water are frequently infested with these aquatic creatures, who pose a great danger even to large mammals. Panic Fish are small creatures that move in schools, equipped with powerful retractable jaws and hard beaks capable of ripping the flesh off their victims in the blink of an eye.
These voracious fish possess incredible swimming skills and unmatched speed in the aquatic world.

DANGER LEVEL

group of 50

group of 20

N.B. a single Panic Fish has Danger Level 0.

ECOLOGY

They owe their name to their rare ability to sense anxiety in other animals, an emotion which triggers murderous fury within their schools; the pack moves as one towards such psychologically weak targets and attacks from multiple angles, defleshing them alive.
Passing through a school of these creatures unharmed is indeed possible, but only by maintaining total calm and trusting that they will satiate their appetite with other creatures.

DIET
They're carnivores and mainly feed on other fish and crustaceans, although they don't disdain more substantial meals.

DIETARY REQUIREMENTS
1 Portion of *Meat* every 24 hours.

INTELLECT
Non-sentient

ATTITUDE
Indifferent towards anyone who has no negative Morale points or Stressed points, towards whom they are instead Displeased; they're Hostile towards anyone Afraid or Terrified

ENVIRONMENT
Forest / Coastal / Swamp / Plains, Animals DL 4d6, 16 hours.

RESOURCES/FOOD

20x Portion of *White Meat* (a large swarm provides 50x), 20x of *Scales* (a large swarm provides 50x), 2d6x di *Fish Oil* (a large swarm provides 5d6x) , 20x Portions of *Bones* (a large swarm provides 50x).

TACTICS

- **Panic Fish** spend long periods of time motionless on the seabed, waiting for prey to hit with their quick bite (Perception DL 3d6+2 to locate them).
- **Panic Fish** always attack targets in the worst psychological conditions, and they don't hesitate to switch targets if someone's conditions worsen.
- **Panic Fish** move away if a sound of Very High or higher intensity propagates through the water they're in.

"Fear? Who, me? Wh-why would I be afraid to cross the river?"

Relkar the Hesitant's last words

System Points
21

Body	Reflexes	Mind
4	18	1

Physiology:
- **Body** (a single Panic Fish): DL 20 Res: 0

Stats:
Speed: 10m (swimming)
Lunghezza: 30-50cm
Weight: 60-100g
Load: 500g

Equip:
-

Skills:
- **Smelling**: +3
- **Swimming**: +9
- **Jumping**: +4

Special Traits:
- Swarm: consists of a large number of specimens that can only be hit with weapons that deal Area Damage.
  The swarm is considered a single organism that must suffer 20 Light Damage to be completely destroyed (40 if it's a large swarm).

- Devouring Meat: all living targets within the area occupied by the swarm are attacked by 1d6 individuals (2d6 individuals for a large swarm) at the start of their turn.
  The swarm deals 1 Light Damage equally split among all Locations currently underwater (if targets have protections, these will only work if they grant Res 3 or more).
  You can reduce the amount of Damages by a number equal to your Swiftness value for each Reaction spent to shake the fish off (or for each Action during your Turn).
  Doing so will allow you to Grapple with a single specimen.

- Animal Mind: The creature gains a +1d6 bonus to Mind when targeted by Interaction checks. This bonus also applies to resist checks on NS, and increases by +1d6 for each target within 10m that has negative Morale points, Stressed points, or who's Afraid or Terrified.

- Aquatic: they can survive outside of water for 1d6 Rounds before suffocating.

- Sensing Fear: they can sense the emotional state of any organic creatures within 10m.
  They recover 1 SP per Round for each Stressed and negative Morale point targets within that radius have, and they deal +1 Light Damage per Round to Afraid or Terrified targets.

Actions (1):
Attack During their turn, Panic Fish move towards the closest target that is in critical psychological conditions.

Reactions (1):
Dodge: +4

PHEROMORPH SLUDGE

Description

These multicellular beings have a semi-liquid body contained in a protoplasmic sac, making them look like pools of bubbling green sludge; their most distinguishing trait is the ability to change size and shape when they perceive and absorb the pheromones of other living creatures, doubling their size and extending prehensile pseudopods to grab prey.

Their body is slightly acidic, so whenever it comes into contact with other materials it creates a caustic effect.

Ecology

Since they feed on meat but they don't really have a brain, Pheromorph Sludges adopt a very simple hunting technique: thanks to their resemblance to regular pools of stagnant water, they wait for some unfortunate animal to pass by; once they've absorbed the animal's pheromones and they've mutated to hunt it better, they swell up and suddenly launch themselves on their prey to absorb it.

Diet

They're carnivores and they mostly feed on small insects and rodents that remain trapped within their sticky bodies; however, they prefer larger prey whenever possible, which they digest over a longer period of time.

Dietary Requirements

1 Portion of *Meat* every 8 days.

Intellect

Non-sentient

Attitude

Hostile towards creatures of animal origin unless they're already digesting one, in which case they're Indifferent (their attitude can't be changed).

Environment

Forest / Coastal / Swamp / Underground, Animals DL 12+2d6, 10 hours.

Resources/Food

By refining what remains of the Sludge after sprinkling it with alcohol it's possible to obtain 1d6x Portions of ***Glue*** or *Acid* (Esoterica DL 3d6+4, 3 hours).

Tactics

- **Pheromorph Sludges** wait motionless in their flat puddle-like shape to surprise victims (Perception DL 10+2d6).
- **Pheromorph Sludges** attack the target that has the most conditions listed in their Absorb Pheromones trait, and always aim for the Torso with their pseudopods.
- **Pheromorph Sludges** only move to chase a prey that escaped them.

"...And then I say to him 'I bet you can't swallow all that Spirit of Courage!'; you know Fultharr the Arrogant, with that swollen stomach of his, right? Well, he chugs the whole jar of schlop in no time and then, drunk like the stinking Primordian he is, he looks for a place to empty his guts in the bushes... And there, boom! One of those bubbly sludges comes out and swallows him whole! Except, I swear to you, that crap suddenly starts evaporating before my eyes, as if the taste of Fultharr was too revolting even for it! Ah, dammit... Well, that's how I found out how to kill those icky things. No, not with stinking Primordians, genius: alcohol, I'm talking about alcohol. So, cheers!"

Ammaar the Hissing, bounty hunter, mercenary, assassin, poisons expert and more

System Points 36

Body	Reflexes	Mind
10	10	1

Physiology:

- **Body:** DL 15 Res: +6

Stats:

Speed: 5m (It can climb walls without taking any Climbing check)
Height: 1,8-2,4m (when it swells, it is otherwise flat)
Weight: 40-70Kg
Load: 50Kg

Equip:

-

Skills:

- **Sneak:** +7
- **Swimming:** +9

Special Traits:

- Absorbing Pheromones: Sludges have no senses, but they're able to detect the presence of animals in a 25m radius. When an animal come within 1m, Sludges change shape and mutate (they will do so at the start of each Round as long as the condition persists) acquiring different bonuses based on the conditions of whoever's close to them:
  - ***Stressed:*** the Sludge gains 1 Free Movement Action each round if at least one individual has Stressed points.
  - ***Morale:*** the Sludge gains +1 Reaction if at least one individual has positive Morale points and +1d6 to Attack checks if at least one individual has negative Morale points.
  - ***Madness:*** the Sludge gains +1d6 to Dodge checks if at least one individual is meeting one of their Mental Disorder's requirements.
  - ***Distracted:*** the Sludge gains +4 Res if at least one individual is Distracted.
  - ***Fear:*** the Sludge gains +5m Speed if at least one individual is Scared or Terrified.
- Caustic Body: anything touching the Sludge's body suffers 1 Light Damage at the start of the its Turn. The Piercing weapon ability has no effect against the Sludge's body, as its Res is due to elasticity rather than hardness.
  If splashed with water Sludges start emitting smoke in a 4m radius, inside which visibility will be zero for 1d6 rounds, and their regeneration ability will be inhibited for the same duration; if splashed with alcohol they suffer 1d6 Light Damage.
- Cellular Regeneration: at the start of each turn, Sludges decrease by one degree one suffered Damage . If they get destroyed they don't die unless alcohol is poured on the leftover slime pool; otherwise, after 3d6 hours they will reform in the same area with a Severe Damage.
- Brainless: the creature is immune to all psychological effects, including fear and any malus to Morale.

Actions (1):

Attack (Pseudopods AV 15) 2m Reach, if the attack successfully hits, it deals 1 Light Damage from acid burn and targets are Grappled. If the Sludge wins an opposed Fight check, with its next Action it will drag targets inside its body, where they will begin to choke and will suffer 1 Light Damage to each Location per Round; the only thing targets can do in their Turn is attempt an opposed Grapple check to get out.

Attack (Grapple AV 17).

Reactions (1):

Dodge: +5

PNEUMOCEPHALI

N.B. a single Pneumocephali has Danger Level 0.

DESCRIPTION

Despite their small size, Pneumocephali possess some one-of-a-kind abilities: thanks to inflatable sacs located behind their heads, these tiny creatures can float through the air. The secret to this unique trait lies in their nutrition and their fast metabolism, which evolved in order to suit their size and short lifespan. Pneumocephali feature two intestines: one is used for regular digestion and one specializes in specific toxic microalgae that are present in their natural habitat in large quantities. Instead of being digested, these algae are grown inside the intestine, which is capable of absorbing the sulfur they produce and modify their photosynthesis process, thus producing the hydrogen necessary to inflate the cranial sac.
The sulfur produced also grants more endurance to skin and tendons, as well as high elasticity. Since it's denser and heavier than air, it's collected in gaseous form inside small intestinal sacs that act as mobile micro-ballasts, with which Pneumocephali manage their fluctuation's stability.
Their trunks and the siphons located on the sides of their heads perform dual respiratory and motor functions: the air is channeled into the lungs through the trunk and exhaled through the siphons, generating propulsion.

ECOLOGY

The danger these animals pose derives from the toxin present in the algae – to which they're immune – that they use to defend themselves, via a stinger placed under the base of their tails. Single specimens are practically harmless, but large swarms can be very dangerous.

Pneumocephali have a distinctive trait that makes them highly sought-after by Materia's intelligent creatures: they can be used to manufacture rudimentary weapons; they're extremely flammable due to the hydrogen inside their sacs and they explode when coming into contact with energy sources such as fire or electricity, creating chain reactions with other specimens.

DIET
They're herbivores and mainly feed on algae and aquatic moss.

DIETARY REQUIREMENTS
1 Portion of *Fibers* every 3 days.

INTELLECT
Non-sentient

ATTITUDE
Indifferent towards anyone who doesn't try to touch them, towards whom they're Hostile instead.

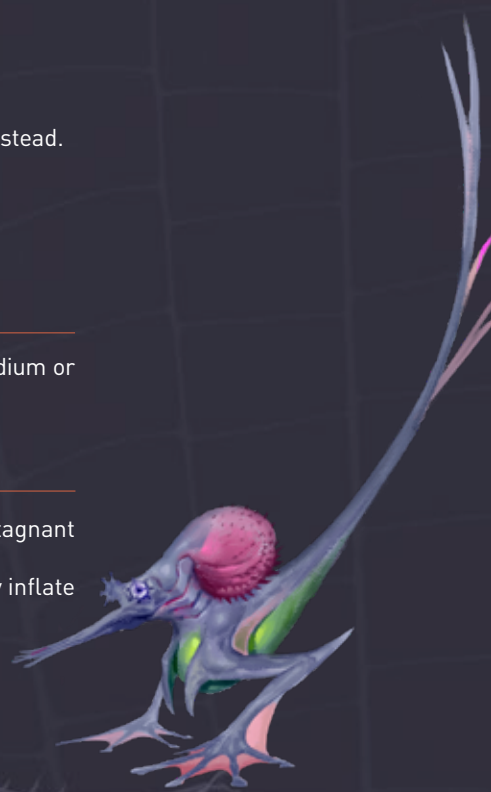
ENVIRONMENT
Coastal / Swamp, Animals DL 4d6, 10 hours.

RESOURCES/FOOD

4x Portion of *White Meat*, 1x *Pneumobomb* per specimen captured alive who didn't suffer Medium or Severe Damage.

TACTICS

- **Pneumocephali** gather in flocks and spend a lot of time on the surface of the water in stagnant pools.
- **Pneumocephali** freeze when someone approaches them; if anyone gets too close, they inflate and take flight, striking with their stingers, then flee.
- **Pneumocephali** gain a +1d6 bonus to Initiative in High or higher intensity wind.



System Points
7 (single) 21 (swarm)

Body	Reflexes	Mind
1	16	1

Physiology:
- **Body (a single Pneumocephali):** DL 25 Res: 0

Stats:
Speed: 1m (it can climb walls without taking any Climbing check)
3m (flying)
Height: 8-12cm
Weight: 20-30g
Load: 10g

Equip:
-

Skills:
- **Sneaking:** +3
- **Swimming:** +9

Special Traits:
- **Swarm:** consists of a large number of specimens that can only be hit with weapons that deal Area Damage.
  The swarm is considered a single organism that must suffer 15 Light Damage to be completely destroyed.

- **Stingers:** all living targets within the area occupied by the swarm are attacked by 1d6 specimens at the start of their Turn, who deal 1 sting each at a different Location.
  You can reduce the amount of stings by a number equal to your Swiftness value for each Reaction spent to shake the creatures off (or for each Action during your Turn). Doing so will also deal that same amount of Light Damage to the swarm.
  Stings don't deal any Damage, but they inject poison (resist IS 1d6, in case of failure as many SI are lost and targets receive a Pain malus to the Location hit equal to the point difference).
  Each Pneumocephalus can only use its poison once every 1d6 hours.

- **Explosive:** when fully inflated they explode on contact with fire or electricity, producing an explosion that deals 1 Light Damage in a 2m radius (if other specimens are nearby they will also explode, creating a chain reaction).

- **Animal Mind:** the creature gains a +2d6 bonus to Mind when targeted by Interaction checks.

Actions (1):
During their turn they move to get away from any dangers.

Reactions (1):
Dodge: +4

Inflate: before flying they must inflate, and they can do so by spending a Reaction.

"Come, look: tonight, Oneiros shines bright in the heavens! Don't sleep and follow me, my love, because you'll witness a memorable sight – the sweet encounter of sky and earth. Fragments of light float towards the eternity of the sky, kissing the face of the dreamers' moon. Oh, if you wish, perhaps tonight I will be able to kiss a face too, and open up a fragile path to the stars for us..."

Sofi the Romantic, Clone who has a way with words

POWERVORE

DESCRIPTION

These small, bluish quadrupeds feature large spherical cysts growing on their backs until they reach the same size as their entire bodies.
They have suckers on their fingers, allowing them to adhere to any surface, while also being capable of absorbing electricity from the bodies they come into contact with.
Indeed, Powervores don't have mouths or actual digestive systems since they feed on electricity which enlarges their dorsal cysts, where any excess electric charge is stored.
Thanks to this bizarre phenomenon, Powervores often shine or are encircled by electricity arcs.

ECOLOGY

They usually run in herds, taking advantage of their large numbers to lower the odds of being captured by predators. They tend to gather near ruins of the Ancient Human Empire, where charged batteries or active generators are usually still present; it's believed that they evolved precisely due to the extensive human presence in remote and forgotten times.
They have an innate fear of water, which short-circuits their organs dedicated to electrical storage, and are widely sought-after for the Electrospheres they carry on their backs. If recovered correctly, these spheres can be used in many ways.

DIET
They don't need to eat or drink, they feed by absorbing electricity.

DIETARY REQUIREMENTS
-

INTELLECT
Non-sentient

ATTITUDE
Indifferent towards everyone but intrigued by electrically powered creatures.

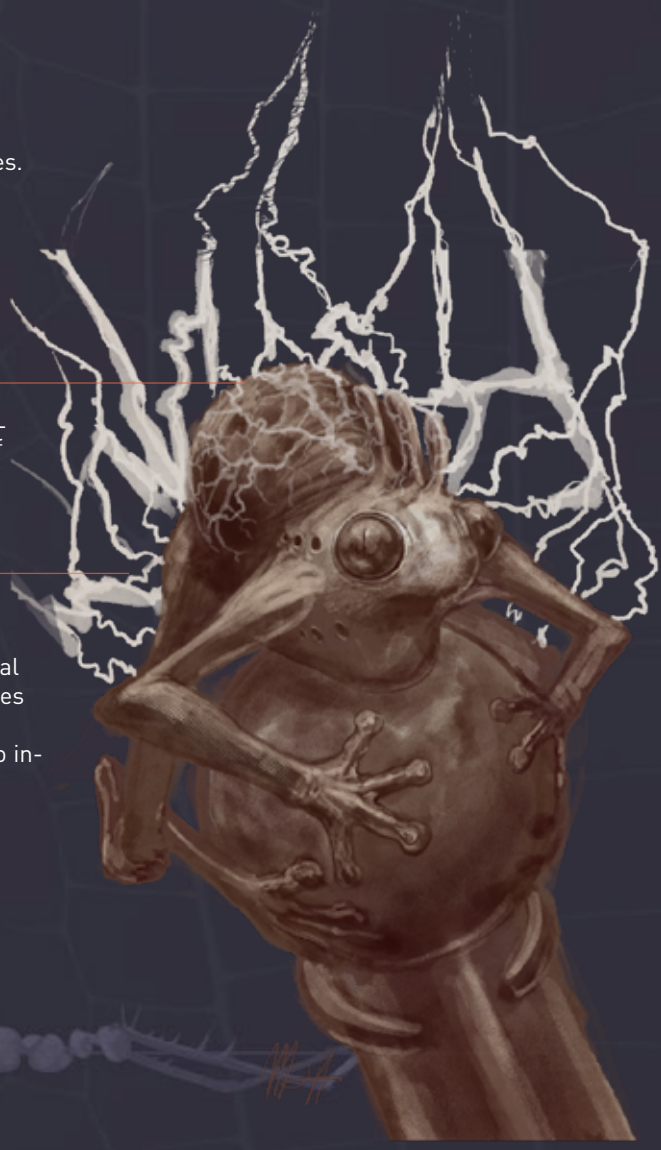
ENVIRONMENT
Forest / Desert / Mountain / Plains / Underground / Vulcanic, Animals DL 2d6+9, 24 hours.

RESOURCES/FOOD

2x Portions of *White Meat*, 1x Portion of *Bones*, 1x *Electrosphere* (passing a DL 3d6+10, 1 hour Medicine check is required to remove it from the body intact; if the check fails, the sphere will break).

TACTICS

- **Powervores** run in packs of 2d6 specimens and spend their time near electrical sources, until these run out of power.
- **Powervores** are rather shy, but when they're attached to an electrical source they remain motionless instead of fleeing, defending themselves with electric shocks.
- **Powervores** stay away from sources of water, and anyone who tries to intimidate them with water gets a +1d6 bonus.



System Points
28

Body	Reflexes	Mind
7	17	1

Physiology:
- **Body:** DL 12 Res: -
- **Legs x4:** DL 14 Res: -
- **Head:** DL 17 Res: -

Stats:
Speed: 7m (it can climb walls without taking any Climbing check)
Height: 0,5-0,7m
Weight: 10-18Kg
Load: 20Kg

Equip:
-

Skills:
- **Sneaking:** +4
- **Observation:** +5
- **Jumping:** +3

Special Traits:
- Cysts: in addition to sight, Powervores rely on their ability to detect electrical sources with precision within a 40m radius thanks to the spherical cysts on their backs. They're also immune to any effects caused by electricity. If they suffer 1 Severe Damage to the Torso the sphere will break and emit a Medium electric shock in a 2m radius, and they'll start to lose 1d6 SP per Round. If they get wet, Powervores become Stunned for 1 Round before recovering and they'll deal the effects of a Light electric shock for the next minute (or until dry) if touched.
- Animal Mind: the creature gains a +2d6 bonus to Mind when targeted by Interaction checks.

Actions (2):
Attack (Grapple AV 15), this attack includes a Jumping movement Action, with which the creature clings to its target. For each Round spent this way, if the target is an artificial creature (such as a Mecha-Suit) it loses 1d6 ES , while all other types of targets lose 1 NS; the Powervore recovers that many SP. If the target is a battery-operated inanimate object, however, every 10 minutes the creature charges and lowers the intensity of each emission by one degree.

Reactions (2):
Dodge: +6

By spending 1d6 SP Powervores can deliver a Medium intensity electric shock, usually against anyone who tries to detach them from the electrical sources they're clinging to.

"I've seen a lot, and I'm telling you that there were thousands of these creatures at the time of the Ancient Human Empire. They were smaller and more insidious back then; the more they tried to exterminate them, the more they reproduced, damaging the extensive power lines on which that metallic kingdom relied..."

Optomynd-D6000, Mystic Mecha-Suit from the Valley of Wreckages

PREYING BUD

DESCRIPTION

Very few birds populate the skies of Materia, because few species were able to evolve to survive the planet's hostile environments; among those few, the large Preying Buds have adopted a unique and imaginative strategy.
The body of these three-legged birds is covered in multicolored feathers, with feathery collars around their heads which strongly resemble flowers. Their beak is located in the center of this floral-like conformation and is very sharp: it's one of the most durable horn structures known on the planet.

ECOLOGY

The odd but ingenious evolution of Preying Buds has a double function. The first, dictated by necessity, is being able to lie in wait for entire days, standing perfectly still until some curious animal comes within range and gets captured by their lethal rostrum; the second, no less important, is displaying the feathery collar to potential partners during long courtship rituals in which colorful specimen who most resemble real flowers stand out.

DIET
They're carnivorous and favor insects and reptiles; when they get lucky they feed on rodents, small primates or other birds that may be much larger than them.

DIETARY REQUIREMENTS
1 Portion of *Meat* every 48 hours.

INTELLECT
Non-sentient

ATTITUDE
Displeased towards potential prey until they get close enough to strike.

ENVIRONMENT
Forest / Coastal / Swamp / Plains, Animals DL 1d6+11, 20 hours.

RESOURCES/FOOD

2x Portions of *White Meat*, 1x Portion of *Bones*, 1x Beak (counts as a Portion of *Carapace* but provides Res: +3), 1x Portion of Feathers (grants +1 bonus when building *Trinkets*, *Jewels*, *Elaborate Outfits* or *Worldmasks*).

TACTICS

- **Preying Buds** are rather solitary, so it's very rare to encounter them in flocks. They're also not easily trained (Animals DL 10 +4d6, 20 hours).
- **Preying Buds** always aim for the Head when attacking with their beak, attempting to knock out the target as soon as possible.
- **Preying Buds** only Grapple with targets with their legs whenever their SP drops below half or whenever they suffer Medium or Severe Damage, they then proceed to take flight, carrying their prey away and hurling it to the ground once they reach an altitude of at least 2d6+10m; if they fail on the first try or the prey is too large to carry, they flee.

"A Preying Bud's feather is well worth losing a limb;
but it's even better when that limb isn't yours."

Proverb

System Points
24

Body	Reflexes	Mind
12	12	4

Physiology:
- **Head:** DL 16
- **Body:** DL 12
- **Wings x2:** DL 15
- **Legs x3:** DL 19 Res: +1

Stats:
Speed: 6m (flying)
Height: 0,9-1,3m
Weight: 25-40Kg
Load: 60Kg
Strength: +2

Equip:
-

Skills:
- **Sneaking:** +5
- **Perception:** +4

Special Traits:
- Floral Deception: when standing perfectly still, the creature gains an additional Hiding bonus of +2d6 and +1d6 Initiative when it catches a target by surprise. As long as it stands still, the creature also becomes immune to fear effects.

- Animal Mind: the creature gains a +1d6 bonus to Mind when targeted by Interaction checks.

Actions (2):
Attack (Beak AV 15), 1/6/13, Strength +2

Attack (Legs AV 17), takes in Grapple.

Reactions (2):
Dodge: +5

Parry: +8 (the creature uses its beak which has Res: +3)

PRIMORDIANS

DESCRIPTION

Among self-aware – so to speak – primate species, Primordians stand out, if not for their intellect, at least for their size. They're usually quadrupeds, but if necessary they can walk on two legs. They're partially covered with coats of bluish hair and they have small skulls with prominently developed jaws.
Their muscles are powerful, but their limbs – although equipped with prehensile fingers – aren't suitable for precision work; because of this, the artifacts they produce are rather crude and primitive. Given these premises, Primordians don't disdain contact with other species, especially in order to obtain better quality artifacts; however, interacting with them is not that easy and requires caution, since they solve most problems by resorting to violence.

ECOLOGY

Primordian tribes are generally egalitarian, since there are no social differences based on gender, age or social role. Indeed, Primordians present no significant sexual dimorphism, their bodies develop in the span of a few years and remain strong until death (which usually comes early); furthermore, they have no organized religions or political beliefs that might determine a hierarchy of any kind.
Their tribes are based on a simple yet intricate principle: an alpha, who can belong to any gender, protects their many partners, also of any gender, and rules over the other individuals due to physical superiority. These families serve as status symbols, harems, guards and councils at the same time. Other Primordians within the tribe can also create similar groups, but if their circle of lovers exceeds the Alpha's in numbers and prestige, this is seen as a challenge. It's less frequent, but still possible, for a lover (especially one of the Alpha's) to form a group of partners of their own, but in this case the head of the family would consider these as their own lovers as well.

Despite being the cause of great jealousies, these relationships are very fluid: disputes and fights redefine them daily, through ritual fights. Rather than with death, these fights usually end with a lover or an entire family transferring from one Primordian to another, or with the loser (and their entire family) being turned into a new lover, or even with the head of a family and one of their partners switching places, and so on; having one or more ex-Alphas among one's lovers, for example, is a source of great pride, as is having lovers of exotic origins (that is, who come from other tribes) or having lovers who are particularly skilled in battle. According to Primordian tradition, these exchanges must in any case take place with the consent of the person involved (leaving a family or refusing an invitation to enter it are two of the very few instances that aren't resolved with violence); however, since these blue giants consider it an honor to be points of contention or to be invited into the victor's family after defeat, rejections aren't frequent.

One consequence of this social system based on the constant reformation of multiple sexual relationships is that it's very noisy at night in Primordian villages. Another consequence is that the many children born are raised by the community (and treated with unexpected tenderness) and no real records of their biological parents are kept, except to avoid direct incest. Indeed, some believe that this constant recombination of the same genes in closed groups may be the cause of the Primordians' poor intellectual development, their short lifespan, their generally poor health and their frequent cases of sterility. Others, however, think that the evolution of the species is slowed down by the enormous amount of time and energy they pour into fighting and mating with each other. In their little free time, aside from sleeping and stuffing themselves with food, Primordians take on changeable roles within the community: they may take care of hunting and fishing, then move on to raising their young and farming some meager crops, then dabble in trade and crafts, and then manage the tribe's common resources.

They use a verbal language, albeit very limited; there are also prominent differences among the languages of different tribes, but all of them derive from a common language family or they're at least partially understandable. Within the primordian communication system, grunts and other animalistic noises take the place of punctuation, and this enunciation practice persists even when specimens learn the languages of other species.

This actually happens quite frequently, as many Primordians who are unable to make a name for themselves within their native tribes usually leave them; these exiles frequently end up being welcomed in Materia's many mixed-species urban centers and adapting to their customs. These "civilized" specimens are therefore usually the least strong of their species, although they can take advantage of the fact that they're still larger and stronger than most other sentient and semi-sentient species on the planet.

Interactions with Primordians must always be conducted with great caution and few ceremonies: in addition to their innate violent nature, almost all of these creatures think that other species consider them stupid and look down on them (which is not too far from the truth).
They therefore react very poorly to anyone addressing them with long and complex speeches, which they struggle to understand, since they're sure that this is done to humiliate them, to cheat them, or both.

Diet
They're omnivorous, and become particularly aggressive when they feed on meat.

COMMON

Description

Primordians take on different roles within their communities: some raise children, others hunt or gather, and others craft tools, artifacts or prepare food. Whatever their occupation, Primordians must always be approached with caution, given their short temper.

Ecology

Dietary Requirements
1 Portion of *Water* and 2 Portions of any Food every day.

Intellect
Semi-sentient

Attitude
Indifferent towards anyone who doesn't talk to them for more than 1 minute, towards whom they become Displeased.

Environment
Forest / Mountain / Plains, Animals DL 2d6+6, 7 hours.

Resources/Food

3x Portions of *Red Meat*, 3x Portions of *Bones*, 3x Portions of *Hides*.

Tactics

- **Common Primordians** usually run in groups of 1d6 specimens to go hunting or gathering.
- **Common Primordians** attack anyone who's attacking their kind or anyone being attacked by their kind, aiming for the Head with their fists.
- If they outnumber opponents, **Common Primordians** try to attack from all sides and then move away; the last one always tries to Grapple with an opponent by aiming for a limb.
- **Common Primordians** gain a +1 Strength bonus after eating meat and they become Hostile towards anyone not belonging to their tribe for 1d6 hours.

SYSTEM POINTS
30

BODY	REFLEXES	MIND
15	12	6

PHYSIOLOGY:
- **Head:** DL 14 Res: +1
- **Torso:** DL 9 Res: +1
- **Arms x2:** DL 11 Res: +1
- **Legs x2:** DL 11 Res: +1

STATS:
Speed: 8m
Height: 2,3-3m
Weight: 200-290Kg
Load: 120Kg
Strength: +5

EQUIP:
Roll 1d6 and on a 6 roll again, then compare the result: **1)** *Bag containing 1x Portion of Bones and 1x White Meat* **2)** *Simple Outfit x1, Staff x1* **3)** *1x Ax and 3x Portion of Wood* **4)** *1x Simple Armor and 3x Javelin* **5)** *2x Trinkets* **6)** *Bag and 2x Wandering Leaf*

SKILLS:
- **Heavy Weapons:** +3
- **Sneak:** +3
- **Swimming:** +3
- **Climbing:** +6
- A Technology or Survival Skill with a +3 bonus

SPECIAL TRAITS:
- **Large:** each Location must suffer 1 extra Damage per degree before moving on to the next degree.
- **Group Strength:** the creature gains a +1 bonus for each other specimen in sight when targeted by Interaction checks and to resist on NS, but takes three times as long to perform Technology checks.
- **Hairy:** they experience Low or lower intensity temperatures as if they were 1 degree higher.

ACTIONS (2):
Attack (Punch AV 14) 2/8/13, Strength: +5, Reach 2m, when the attack hits, targets are Downed if the creature weighs more than them.

Attack (Bite AV 10) 1/7/13 Strength: +5, Range 2m. Roll 1d6: on a 6 the creature has Blood Disease (see the ***Text of Traditions paragraph 4.4 Natural Hazards***), which it transmits through its bite.

Attack (Grapple AV 17).

REACTIONS (1):
Dodge: +4

Parry: +6

ALPHA

DESCRIPTION

The largest and strongest Primordians usually lead the tribes; they're uniquely influential within their groups, and their cries would frighten even the most daring individuals.
They usually have more than one partner, whom they select by winning them over through courtship rituals that are actually fights, and whom they then jealously protect as their own private property.

ECOLOGY

DIETARY REQUIREMENTS
1 Portion of *Water* and 2 Portions of any Food every day.

Intellect
Semi-sentient

Attitude
Indifferent towards anyone who doesn't talk to them for more than 1 minute, towards whom they become Displeased instead; Hostile towards anyone who stares at their partners or gets too close to them.

Environment
Forest / Mountain / Plains, Animals DL 2d6+12, 10 hours.

Resources/Food

4x Portions of *Red Meat*, 4x Portions of *Bones*, 4x Portions of *Hides*, 1x of *Primordial Adrenaline* (to extract it Medicine DL 3d6 + 4, 1 hour).

Tactics

- **Alpha Primordians** always protect a group of 1d6x Common Primordians (their lovers), who won't intervene unless they hear a ***War Cry***.
- **Alpha Primordians** usually challenge anyone who opposes them to a duel; when attacking, they always aim for the Head.
- **Alpha Primordians** gain a +1d6 bonus to checks when one of their lovers gets hit
- After eating meat, **Alpha Primordians** gain a +2 Strength bonus and become Hostile to anyone not belonging to their tribe for 2d6 hours.

SYSTEM POINTS 45

BODY	REFLEXES	MIND
18	12	6

PHYSIOLOGY:

- **Head:** DL 14 Res: +2
- **Torso:** DL 9 Res: +2
- **Arms x2:** DL 11 Res: +2
- **Legs x2:** DL 11 Res: +2

STATS:

Speed: 8m
Height: 2,6-3,3m
Weight: 250-350Kg
Load: 150Kg
Strength: +7

EQUIP:

1d6x *Trinkets*, 1x *Simple Outfit*, 2x *Simple Armor*.
Bag: 1x Portion of *Seeds*, 1x Portion of *White Meat* (dried), 1x *Ground Leeches*, 1x *Lenitive Ointment*, 1x *Greatax*

SKILLS:

- **Weapons:** +5
- **Sneak:** +3
- **Swimming:** +3
- **Oratory:** +1
- **Climbing:** +8
- A Technology or Survival Skill with a +4 bonus

SPECIAL TRAITS:

- Large: each Location must suffer 1 extra Damage per degree before moving on to the next degree.

- Group Strength: the creature gains a +2 bonus for each other specimen in sight when targeted by Interaction checks and to resist on NS, but takes three times as long to perform Technology checks.

- Hairy: they experience Low or lower intensity temperatures as if they were 1 degree higher.

ACTIONS (2):

Attack (Ax AV 17) 1/5/8, Strength: +7, Reach 2m, when the attack hits, targets are Downed if the creature weighs more than them, and if the attack hits the Head targets become Stunned for 1 Round (resist IS 1d6). The creature can only perform 1 Ax Attack per Round, but it can choose to hit all targets in range by lowering the AV by 1d6.

Attack (Punch AV 16) 2/8/13, Strength: +7, Reach 2m, when the attack hits, targets are Downed if the creature weighs more than them, and if the attack hits the Head targets become Stunned for 1 Round (resist SI 1d6).

Attack (Bite AV 13) 1/7/13 Strength: +7. Roll 1d6: on a 6 the creature has Blood Disease (see the Book of Traditions, paragraph 4.4 Natural Hazards) which it transmits through its bite.

Attack (Grapple AV 18).

War Cry: anyone hearing it for the first time becomes Scared (resist NS 6-1 for every 3m of distance, or targets become Scared for as many Rounds as the point difference) while other Primordians in a 2d6m radius can immediately perform 1 Attack using 1 Reaction.

REACTIONS (1):

Dodge: +5

Parry: +8

"Smash many heads. Eat lots of meat. Mate with many lovers. Have many children. Smash many heads. Eat lots of meat. Mate with many lovers. Have many children. Smash many heads. Eat lots of meat..."

King Molor, Alpha Primordian, one of the greatest poets and philosophers of his species

QUADRIPOIDS

"I enjoy the Quadripoids company very much, they're very sociable individuals and open to commercial trade. They welcome members of other species with curiosity, aware of the great differences between their perception of the world and that of other sentient species. And their songs! One night, blessed by the stars, when an entire tribe gathered around an Echo Crystal and chanted infinite simultaneous variations with the harmonic statue built by their Keeper...

Well, this is all I will say: that was the first time I ever saw a Mecha-Suit cry."

Ulharr, the Living Encyclopedia

Description

These intelligent and industrious creatures are very common on Materia.
Their elegant and elongated bodies have four supporting legs, while the torso has four prehensile limbs; the head is surmounted by four tentacles with a beak at their center, and four fake eyes to distract predators. They wear simple, sturdy clothes cut from a single cloth, which make their torso look slender and lanky. Their skin is smooth to the touch and slightly slimy, not very tough but rich in sensory nerve endings.
Quadripoids are well-known on Materia mainly for two of their characteristics: the fact that they communicate with each other through songs and sounds – based on complex sets of harmonic or dissonant tetrads – and their complete blindness: Quadripoids never developed any sensory organs dedicated to sight.
They make up for such limitations with their sense of touch and their innate ability to sense even the slightest vibrations in the air through their facial tentacles.

Ecology

They're one of the most peaceful populations on the planet: their ability to experience the space around them is limited by their missing senses, and this stopped them from developing the art of war. The incomplete way in which they perceive the outside world, especially over long distances, pushes them to systematically search for Echo Crystals.
These crystals amplify their senses and allow them to perceive events that would normally be outside their range. Unsurprisingly, Quadripoids developed a sort of cult, complete with esoteric rituals, around Echo Crystals. However, during their evolution they focused above all on developing their communication system, which has risen to a level of complexity and richness nearly inconceivable by other species: it's actually impossible to learn or even reproduce the quadripoid language, not only because their sixteen vocal cords are more pliable and complex than any other creature's, but also because an essential part of their singing occurs at a level of refinement that's imperceptible to those lacking quadripoid sensory organs.
This allows Quadripoids to communicate on multiple levels, enriching each agreement with complex stratifications linked to their emotional state, their history, their loved ones, their beliefs and so on. Learning to understand even the most basic elements of quadripoid chants takes incredible sensitivity and a lot of time.

They have a vast and varied culture, and their artistic production is widely appreciated by other species (although very rarely understood). This is true especially of their songs, which can become more powerful and have a wider range thanks to Echo Crystals; many Quadripoids also dabble in other artistic disciplines, such as sculpture.

Quadripoid statues are complex mobile structures, abstract in shape, which can frequently emit sounds thanks to the wind, their internal mechanisms or direct interaction; such statues aren't fully appreciated through sight, but through hearing and touch. These works are then destroyed after a ritualistic period of time – usually four complete cycles of Materia's moons: Quadripoids conceive art as impermanent, a belief which makes them particularly suspicious of writing, which they struggle to even fully understand given their complete blindness.

Quadripoids are nomadic creatures: their communities settle in one place for some time and then move away, following a four-year calendar. Some of them live peacefully among other species, usually as artists or merchants. They can easily learn other species' verbal languages, though their speech always sounds chanted and melodious; however, they consider such languages to be very rudimentary ways of communicating.

Diet

They're carnivores, and only rarely do they hunt large prey; they feed mostly on invertebrates and frequently devote themselves to breeding.

COMMON

DESCRIPTION

There are many different roles within the Quadripoids' society: guards who defend the settlements, weavers and builders, but also breeders, scavengers, artists and gatherers. While it's nearly impossible to encounter an aggressive Quadripoid, they're nonetheless very cautious in the presence of strangers who don't appear friendly. While they're not great fighters, they developed effective defensive techniques.

ECOLOGY

DIETARY REQUIREMENTS
1 Portion of *Water* and 1 Portion of any Animal food every 48 hours.

INTELLECT
Semi-sentient

ATTITUDE
Accommodating towards anyone within 6m who isn't aggressive, and wary of anyone standing further away.

ENVIRONMENT
Forest / Mountain / Swamp / Plains, Animals DL 2d6+3, 10 hours.

RESOURCES/FOOD

4x Portions of *White Meat* (roll 1d6 for each specimen: on a 6 its meat transmits Senses Disease, see the ***Text of Traditions paragraph 4.4 Natural Dangers***), 4x Portions of *Bones*, 4x Portions of *Hides*.

TACTICS

- **Common Quadripoids** are usually encountered in groups of 2d6 specimens; when they move, half of them are armed guards.
- **Common Quadripoids** attack only if attacked; in such cases, they try to neutralize opponents by blocking them, aiming for the Torso; they then hit opponents with their Beaks if they don't surrender, aiming for the Head.
- **Common Quadripoids** are easily frightened by explosions and earthquakes, which they keep away from, and anyone using one of these effects to scare them will gain a +1d6 bonus to related checks
- **Common Quadripoids** always defend the leaders of their communities – the Keepers of the Crystals – and will give their lives for them.

SYSTEM POINTS
18

BODY	REFLEXES	MIND
10	8	10

PHYSIOLOGY:
- **Head:** DL 15
- **Torso:** DL 10
- **Arms x4:** DL 13
- **Legs x4:** DL 12

STATS:
Speed: 9m
Weight: 80-130Kg

Height: 1,5-1,9m
Load: 70Kg

EQUIP:
Roll 1d6 for each specimen to determine what it's carrying: **1)** *Nothing*, **2)** *1x* ***Trinket*** *and 1x* ***Simple Outfit*** **3)** ***Simple Armor***, **4)** ***Bag*** *containing 1x* ***Macroaphid Milk***, **5)** *1x* ***Staff*** *and 1x* ***Small Shield***, **6)** ***Bag*** *containing 1x* ***Xylanta Root***

(continue)

SKILLS:

- **Animals**: +3
- **Singing**: +2
- **Perception**: +1
- **An** Art, Survival oo Technology Skill with a +4 bonus

SPECIAL TRAITS:

- Vibraperception: by moving their tentacles, Quadripoids sense the slightest vibrations in the air. This allows them to accurately perceive everything around them in a 20m radius, and they gain a +1d6 bonus to Perception and Initiative within this area. They suffer a -1 malus for each tentacle severed and for each degree of sound Intensity higher than Normal. Their blindness makes it impossible for them to perform checks based solely on sight, but it also makes them immune to all effects that exclusively affect that sense.

ACTIONS (2):

Attack (Claws AV 10) 3/8/16, the creature can perform 1x Attack as a Free Action every Round.

Attack (Grapple AV 16), the creature may keep two arms free when Grappling with someone, but this lowers its AV by 2.

Attack (Beak AV 13) 2/7/14, Piercing 2, the creature can only perform one Beak attack per Round, and only against targets it's Grappling with.

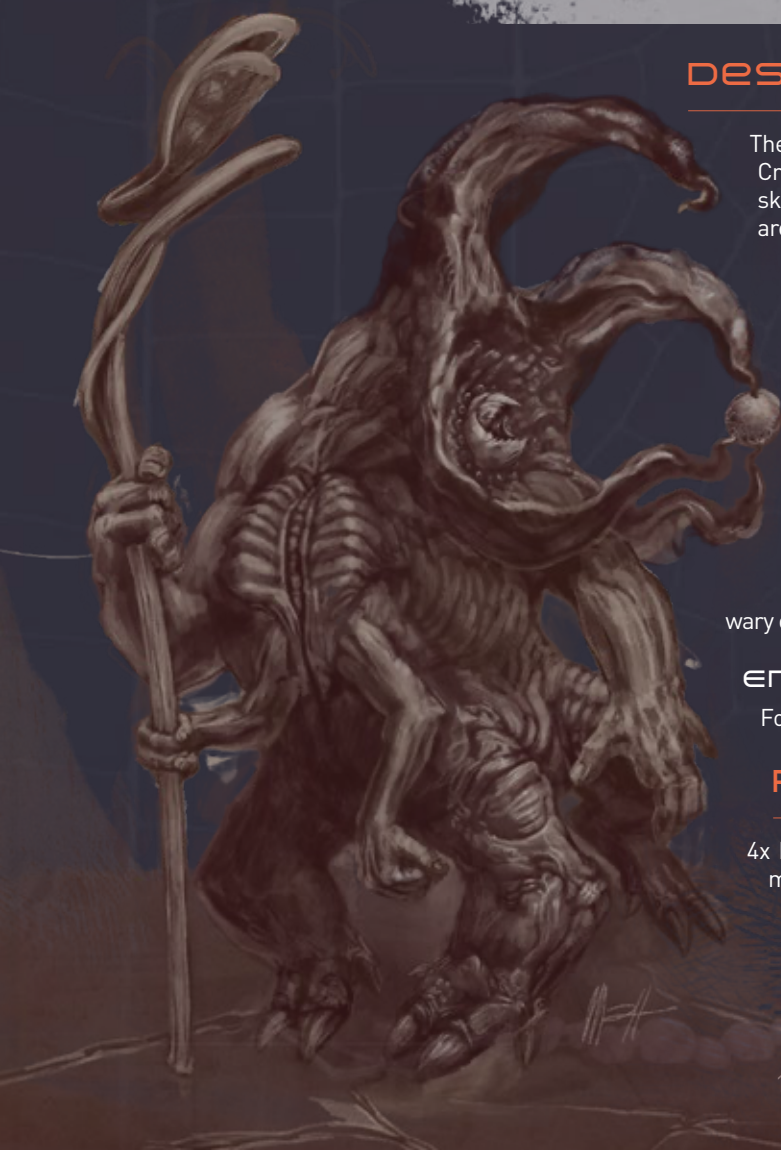
REACTIONS (1):

Dodge: +2

Parry: +4

The creature can perform a Grapple Attack even in Rounds in which it didn't Wait.

KEEPER



DESCRIPTION

The leaders of Quadripoid communities who guard the sacred Echo Crystals, one of their most important resources: they're usually skilled singers, as well as experts of the occult, and their senses are particularly developed.

ECOLOGY

DIETARY REQUIREMENTS

1 Portion of *Water* and 1 Portion of any animal Food every 48 hours.

INTELLECT

Semi-sentient

ATTITUDE

Indifferent towards anyone within 20m who isn't aggressive, and wary of anyone standing further away.

ENVIRONMENT

Forest / Mountain / Swamp / Plains, Animals DL 3d6+9, 20 hours.

RESOURCES/FOOD

4x Portions of *White Meat* (roll 1d6 for each specimen: on a 6 its meat transmits Senses Disease, see the ***Text of Traditions paragraph 4.4 Natural Dangers***), 4x Portions of *Bones*, 4x Portions of *Hides*.

Tactics

- **Keeper Quadripoids** always protect Echo Crystals at any cost, and whenever they use the Echo ability they alert all Quadripoids in a 300m radius.
- **Keeper Quadripoids**receive a +1 bonus to the roll or to Initiative when an Echo Crystal they were protecting gets destroyed.
- **Keeper Quadripoids** only try to scare opponents in critical situations.

System Points
24

Body	Reflexes	Mind
10	8	12

Physiology:
- **Head:** DL 15
- **Torso:** DL 10
- **Arms x4:** DL 13
- **Legs x4:** DL 12

Stats:
Speed: 9m
Weight: 80-130Kg
Height: 1,5-1,9m
Load: 70Kg

Equip:
1x *Jewel*, 1x *Elaborate Outfit*, 1d6x *Echo Crystals*, 1x *Bag*, 1d6x *Wormsnake*

Skills:
- **Animals:** +3
- **Singing:** +5
- **Dance:** +3
- **Esoterica:** +4
- **Medicine:** +3
- **Perception:** +4
- **An Art, Survival or Technology Skill with a bonus of** +5

Special Traits:
- Vibraperception: by moving their tentacles, Quadripoids sense the slightest vibrations in the air. This allows them to accurately perceive everything around them in a 20m radius, and they gain a +1d6 bonus to Perception and Initiative within this area. They suffer a -1 malus for each tentacle severed and for each degree of sound Intensity higher than Normal. Their blindness makes it impossible for them to perform checks based solely on sight, but it also makes them immune to all effects that exclusively affect that sense.

- Solid Mind: the creature gains a +1d6 bonus when targeted with Interaction checks and to resist on NS.

Actions (2):
Attack (Claws AV 10) 3/8/16, the creature can perform 1x Attack as a Free Action every Round.

Attack (Grapple AV 16), the creature may keep two arms free when Grappling with somone, but this lowers its AV by 2. The threshold for resisting Echo increases by 1d6 per Grappled targets.

Attack (Beak AV 13) 2/7/14, Piercing 2, the creature can only perform one Beak attack per Round, and only against targets it's Grappling with.

Echo: by spending 1 SP the creature can emit a sound that causes different effects depending on its intensity, using an Echo Crystal as a conductor (resist IS 1d6 or targets become Distracted for as many Rounds as the point difference; or the sound deals +1 Pain to all Locations per point of difference; or targets are Stunned for 1 Round). These effects don't affect other Quadripoids and they're felt in a 2d6m radius.

Occult Sacrifice: the creature deals 1 Light Damage to itself during a shocking ritual. Anyone witnessing it becomes Scared (resist NS 1d6 or receive a malus to Morale equal to the point difference). This ability has no effect on other Quadripoids.

Reactions (1):
Dodge: +5

Parry: +4

The creature can perform a Grapple Attack even in Rounds in which it didn't Wait.

The creature can use ***Echo*** as a Reaction if it didn't use it during the previous Turn.

QUANTUM ANTINEMONE

DESCRIPTION

These polypoids, who are among the most bizarre creatures known throughout Materia, possess a unique characteristic: their physical form is highly unstable and constantly switches places with its antimatter counterpart, and vice versa. This causes a disturbing effect for observers, who will struggle to decipher its direction and location.

ECOLOGY

Quantum Antinemones are quite rare. They prefer to be alone, in places where they can be hit by the cosmic rays they feed on, and therefore favor open plains or ocean floors.
The cause of their unusual interaction with the physical world and their correlation (a form of entanglement) with the antiparticles that follow them is unknown. Aside from searching for suitable places to survive, the lack of a brain makes all of their other behaviors inscrutable.

DIET
they feed on unique particle rays from the deep cosmos. Little else is known about their biology.

DIETARY REQUIREMENTS
They need to spend 2d6 hours a day in places exposed to the rains of cosmic rays they feed on (+1d6 hours for every 10m of solid matter above them or 10cm of metal; if their dietary requirements exceed 24 hours they lose 1SP per point above this threshold).

INTELLECT
Non-sentient

ATTITUDE
Indifferent, they only counterattack if attacked (their attitude can't be changed).

ENVIRONMENT
Coastal / Swamp / Plains, Animals DL 5+2d6, 12 hours

RESOURCES/FOOD

A *Radcore* appears if an Antinemone is destroyed using its antimatter copy.

TACTICS

- **Quantum Antinemones** move towards a random direction in each Round, avoiding places where their ability to feed would be hindered.
- **Quantum Antinemones** spend +1d6 SP to boost Body checks to break free from Grapple.
- **Quantum Antinemones** that are locked – for whatever reason – inside a place where they're unable to feed will generate a copy of themselves when their SP reaches 0.
  The two creatures will annihilate each other, as mentioned above.

"The creatures known as Antinemones are [...] their particle vibrations such as to create a sort of diffraction in matter, which [...] harmonious agreement. This was revealed to us by the ancients [...] corrupt, on the basis of [...]"

Remaining fragments of a Harmonic Quantum Cult's heretical text

SYSTEM POINTS 40

BODY	REFLEXES	MIND
10	14	1

PHYSIOLOGY:

- **Tentacled Head:** DL 20 Res: +0
- **Body:** DL 15 Res: +0

STATS:

Speed: 6m (It can climb walls without taking any Climbing check)
Height: 1,3 - 1,7m
Weight: 20 - 40Kg
Load: 40Kg

EQUIP:

-

SKILLS:

- **Grappling:** +5
- **Swimming:** +5

SPECIAL TRAITS:

- Body Displacement: the Quantum Antinemone's physical form constantly switches places with its antimatter double. Whenever someone tries to physically interact with the creature they have to roll 1d6: on an even result you can perform the interaction normally, while on an odd result the creature will momentarily disappear and reappear at a distance of 2d6m, in a random location.

  What reappears, however, will be a version identical to the original and completely free of any damage, negative Condition or SP shortage (compared to the original, the copy's colors are reversed in negative).

- Quantum Regeneration: Quantum Antinemones' bodies are virtually immortal: having no vital centers, the destroyed body parts regrow within 1d6 rounds and the creature recovers 1d6 SP per minute (when the creature disappears it recovers any Damage, negative Condition and any SP shortage) – unless it's completely destroyed in one fell swoop.

  To permanently get rid of an Antinemone you need to physically block the creature's body or cling to it, "chasing" the creature as it leaps dimensions, so that when it disappears anyone clinging to it disappears as well; if anyone were to succeed in carrying out the same maneuver with the double that appears when the original disappears, the first will also become tangible again together with anyone Grappling with it, but won't have regenerated itself. As long as someone holds on to an Antinemone, the creature's regenerating abilities are blocked. However, clinging to an Antinemone means allowing it to generate an antimatter and hostile version of itself (see below).

  If the two bodies of an Antinemone touch, they will destroy each other: both bodies will disintegrate in a flash of High intensity light and deal 2d6 Light Damage in a 2d6m radius (this area will begin to emit Light intensity radiation; see the *Text of Traditions paragraph 4.4*).

- Brainless: the creature is immune to all psychological effects, including fear, and any malus to Morale. They perceive the surrounding world by following the electromagnetic footprints of anything in a 100m radius. A Medium or higher intensity electromagnetic source will make them temporarily incapacitated.

ACTIONS (2):

Attack (Tentacles AV 17): anyone touched by the tentacles will see an antimatter copy of themselves forming (this copy's colors are reversed in negative), which will fight anyone who helps his double, while staying adequately away from him .
The copy persists as long as the Antinemone is touching the target, or disappears after 1 Round. If the copy and target make contact, they'll annihilate each other by disintegrating in a flash of High intensity light, dealing 2d6 Light Damage within a 2d6m radius (this area will begin to emit Light intensity radiation; see the *Text of Traditions paragraph 4.4.*

Attack (Grapple AV 15).

REACTIONS (1):

Dodge: +9

SCATHOPTER

Description

Scathopters are large flying insects that can reach up to two arms in length. They're scavengers, and they infest the planet's great predators' favorite hunting grounds. Their stocky bodies are equipped with wings, and their heads have multiple mandibles and a single central eye.
They also possess two long legs, which they retract during flight; these legs end in a pair of prehensile claws with which Scathopters can probe the surrounding environment and cling to almost any surface.

Ecology

Scathopters move in small flocks, ready to take advantage of prey killed by other predators. Thanks to their sharp claws, they can burrow into the toughest-skinned carcasses to reach the soft parts. They're especially interested in the intestines, since by eating them they absorb the nourishment derived from semi-digested food and even feces still present in the carcass's digestive and excretory systems.

Diet
They're strictly carnivorous. They can feed on rotten or rotting meat.

Dietary Requirements
1 Portion of *Meat* every 24 hours.

Intellect
Non-sentient

Attitude
Displeased towards everyone, Hostile towards anyone who approaches as they're eating.

Environment
Desert / Coastal / Swamp / Plains / Vulcanic, Animals DL 3d6+1, 16 hours.

Resources/Food

1x Portion of *White Meat* (roll 1d6: on a 4+ the meat may transmit an Intestinal Disease if ingested; see the ***Text of Traditions paragraph 4.4 Natural Hazards***), 1x Portion of *Carapace*.

Tactics

- **Scathopters** are difficult to train (Animals DL 7+4d6, 30 hours).
- **Scathopters** resemble large cockroaches, and they're usually eating carrion in groups of 2d6 specimens when encountered (Perception DL 3d6 to notice the retracted wings and long clawed legs).
- **Scathopters** attack anyone who gets between them and their meal, or anyone who kills a prey they had their eye on (for example because it was in Pain). They always aim for the limbs with their attacks, with the intention of detaching them and carrying them away to be devoured slowly.
- **Scathopters** always arrive 1d6 hours after the killing of an animal whose carcass wasn't eviscerated. All Interaction: Persuasion checks performed using offal or cooked meat gain a +1d6 bonus.
- After tearing off someone's limb, **Scathopters** flee to a safe place to eat it.

"Yeah, roasted Scathopter again tonight, until you hunt something better, you incompetents. Now plug your nose and swallow, when it gets cold it's even worse."

Frekk, Primordian in charge of the larder

SYSTEM POINTS
25

BODY	REFLEXES	MIND
9	14	1

PHYSIOLOGY:
- **Head:** DL 18 Res: +3
- **Torso:** DL 13 Res: +3
- **Wings:** DL 15 Res: -5
- **Feet:** DL 14 Res: +2

STATS:
Speed: 3m (walking), 9m (flying)
Height: 0,5-0,8m (length)
Weight: 15-25Kg
Load: 30Kg

EQUIP:
-

SKILLS:
- **Sneaking:** +2
- **Swimming:** +3
- **Perception:** +3

SPECIAL TRAITS:
- Stench: anyone who comes within 3m or less of one or more Scathopters will suffer a malus of -1 to Initiative or to the Initiative roll, and their Cool score decreases by 1 as long as they're breathing in the nauseating smell.
- Animal Mind: the creature gains a +2d6 bonus to Mind when targeted by Interaction checks.
- Macabre Appetite: Scathopters gain a +4 bonus to Initiative when they're near a fresh corpse (-1 per Round elapsed after the killing).

ACTIONS (2):
Attack (Bite AV 10) 2/7/14, Piercing 3, the creature can only perform this Action against targets it's clinging to.

Attack (Claws AV 15) 2/7/13, if this attack hits, the creature may cling to the target, who will be considered in Grapple with it.

Attack (Grapple AV 11).

REACTIONS (2):
Dodge: +4

SHW WHO DANCES IN THE SEA

DESCRIPTION

Large water basins are very rare on Materia, and they say that those few are infested with terrifying creatures.
Among such creatures, a truly legendary being with humanoid and aquatic features stands out: with respect and horror, the planet's Rhapsodes call it She Who Dances In The Sea.

A long snake-like tail culminates in a torso with prehensile limbs and a smooth head with large disturbing eyes: the lower part of the body is equipped with long and bending veil fins that increase the creature's underwater propulsion and allow it perfect control over its movements.

ECOLOGY

These big aquatic beasts dwell in the deepest areas, where the sea is stormier and unpredictable precisely because of their presence. Indeed, when spotted performing their typical and enchanting "dance" on the waves' surface, what they're actually doing is flexing their elastic bodies to inflate dozens of internal pockets which they then empty, creating sound waves capable of moving huge masses of water and kill whole schools of small fish.
The creature then feeds on those fish by gathering them with its prehensile limbs. Seeing the performances of these solitary beings, who are assumed to reproduce by parthenogenesis, is therefore a harbinger of tragedies and natural disasters such as tsunamis, typhoons and waterspouts.

Although these creatures possess some semblance of intellect, their instincts are mostly dictated by their animal side rather than self-awareness.

DIET
They're carnivorous, but due to their lack of teeth they're unable to chew and therefore only swallow small prey whole.

DIET. REQUIREMENTS
2xPortions of *Meat* every 24 hours.

INTELLECT
Semi-sentient

ATTITUDE
Indifferent unless they're hungry, in which case they're Hostile.

ENVIRONMENT
Coastal, DL 10+5d6, 24 hours

RESOURCES/FOOD

15x Portions of *White Meat*, 10x Portions of *Bones*, 10x *Scales*, 10x *Fish Oil*.

Tactics

- **She Who Dances in the Sea** usually stays several kilometers away from shore, in the open sea, and only emerges to perform her dance.
- **She Who Dances in the Sea** only attacks if targeted, using Tides' Howl or trying to grab opponents (aiming for their larger Locations) to bring them underwater, if they're not aquatic creatures. Otherwise, she flees by diving deep underwater.
- **She Who Dances in the Sea** attacks anyone who interrupts her dance, and she'll try to drag them towards the rocks if they're too big.

System Points 70

Body	Reflexes	Mind
19	18	8

Physiology:
- **Head:** DL 14 Res: +2
- **Torso:** DL 9 Res: +2
- **Arms x2:** DL 11 Res: +2
- **Coda:** DL 9 Res: +2

Stats:
Speed: 10m (20m swimming)
Height: 15-25m (length)
Weight: 600-1000Kg
Load: 100Kg
Strength: +9

Equip:
-

Skills:
- **Acrobatics:** +12
- **Grappling:** +6
- **Swimming:** +15
- **Perception:** +10

Special Traits:
- Sea Creature: the creature can breathe and move underwater; while out of the water it can only breathe for 2d6 minutes, and suffers a malus of -1 to Reactions and Actions.
- Large: each Location must take 1 extra Damage per degree before moving on to the next degree.
- Animal Mind: the creature gains a +2d6 bonus to Mind when targeted by Interaction checks.

Actions (3):
Attack (Tail AV 19) 1/5/10 Strength: +9, this attack pushes targets by a number of meters equal to the difference with DL, or the creature automatically Grapples them with its coils. The creature can only perform one Tail Attack per Round.

Attack (Hands AV 22) Grapples with the target.

Attack (Grapple AV 25).

Tides' Howl: after dancing for 1d6 hours above and below the sea's surface, the creature can emit a sound of Very High intensity in a 2d6x100m radius: the waters in this area become very agitated (Swimming DL 5d6), with waves 2d6m tall that spread in all directions (Body DL 6d6, move 1d6m for each point the check failed by; if the check fails by 5 or more targets also become Distracted for 1 Round).

Reactions (3):
Dodge: +10

"There are Rhapsode schools dedicated solely to recreating the sinuous and hypnotic movements of their dance, called the Thanatowave."

SHRUBS

DESCRIPTION

Shrubs are plant-based creatures that show intellect and able to walk; their robust wooden bodies has the same characteristics bipeds animals have (two lower supporting limbs and two upper prehensile limbs) with the exception of their head, which consists of a huge bud they only open on specific, ritualistic occasions.
There are many different strains of Shrubs: some have thorns, others have blooming bodies on which leaves and juicy fruit grow, others still are a mass of impenetrable bark. The color of their fiber varies depending on their region of origin or the tribe they belong to.

ECOLOGY

Shrubs display the most bizarre behavior out of all the sentient beings that tread the surface of Materia; they are plant-based creatures, and therefore their genetic programming is completely different from animals. Indeed, they frequently don't even understand the customs, habits and needs of the other non-plant species.
Despite this, it's as if they grew to copy animal anatomy, and the fact they developed a brain leads them to manifest unusual psychological traits for plant-based life forms, such as manias, obsessions or phobias.
They usually leave their tribe to venture out alone, though they sometimes enjoy the company of other intelligent species; Shrubs are rarely aggressive, but their physical strength is fearsome and they may react violently when their sacred traditions get broken.

DIET

Shrubs feed through photosynthesis, therefore they need nourishment from the soil and a good amount of sunlight.

SPROUT

N.B. a single Sprout has Danger Level 0.

DESCRIPTION

Sprouts are small, prematurely born Shrubs; their size is minute and their bodies aren't yet covered in bark.
They frequently gather in small groups, divided in small portions of the territory they protect to feed: they're usually curious and eager to play with anyone they meet, although any behavior that would ruin their habitat will lead them to quickly becoming aggressive.

ECOLOGY

DIETARY REQUIREMENTS

1 Portion of *Water* (or they can plant roots and absorb nutrients from the soil for 4 hours, emptying the area within 100m of nutrition for other Shrubs) and must be exposed to sunlight at least 4 hours every 48 hours.

INTELLECT

Semi-sentient

ATTITUDE

Indifferent towards non-plant beings; Accommodating towards plant-based beings.

ENVIRONMENT

Forest / Plains / Underground / Coastal / Swamp, Herbalism DL 3d6, 1d6 hours

Resources/Food

2 Portions of *Fibers*.

Tactics

- When encountered alone, **Sprouts** are usually harmless and they tend to run away if threatened; they fear fire (+1d6 on Interaction: Intimidate checks), even when they're in a group.
- Groups of **Sprouts** can be very annoying: they don't understand the concepts of privacy, intimacy and private property, so they usually snoop among the personal belongings of those who allow them to get close.
- **Sprouts** become aggressive and attack anyone who dares to pollute their territory, drain its resources without asking for permission or who doesn't respect other plants.
- **Sprouts** usually coordinate their attacks, immobilizing a single target by Grappling with it and leading it away from their territory to where it can no longer cause any damage (a ravine, deep water, brambles, etc.).

System Points 20

Body	Reflexes	Mind
10	5	5

Physiology:
- **Head:** DL 17 Res: -
- **Torso:** DL 12 Res: -
- **Arms x2:** DL 15 Res: -
- **Legs x2:** DL 15 Res: -

Skills:
- **Herbalism:** +3
- **Esoterica** or **Dance:** +1
- **Sneak:** +3
- **Climbing:** +2

Stats:
Speed: 6m
Height: 1 - 1,5m
Weight: 20 - 40Kg
Load: 50Kg

Equip:
Roll 1d6 for each, on a 6 roll again and determine one of the following items:
1) 1x *Precious Stone* **2)** *1x Portion of Berries growing on the Sprout* **3)** *1x Dagger* **4)** *1x Fungotoxic Culture of your choice infesting the Sprout* **5)** *1x Bag containing 2x Portions of Seeds* **6)** *1x Trinket*

Special Traits:
- Vegetable Mind: the creature gains a +1d6 bonus to Mind when targeted by Interaction checks.
- Plant: the creature is immune to viruses, poison, infections and anything else that typically only affects animals.

Actions (2):
Attack (Claws AV 10) 2/9/15.

Reactions (0):
-

WAYFARER

Description

Adult Shrubs usually spend their lives exploring the world, which is unknown to their non-sentient kin due to their lack of mobility.
For this reason meeting solitary specimens in the greenest areas of the planet is not uncommon, and they're usually intent on transporting some kind of resource or curious artifact that they collected during their travels; making them angry isn't advisable – their wooden strength and lack of patience are legendary on Materia.

ECOLOGY

Dietary Requirements
1 Portion of *Water* (or they can plant roots and absorb nutrients from the soil for 2 hours, emptying the area within 2Km of nutrition for other Shrubs) and must be exposed to sunlight at least 2 hours every 24 hours.

Intellect
Sentient

Attitude
Indifferent towards non-plant beings; Accommodating towards plant-based beings.

Environment
Forest / Plains / Underground / Coastal / Swamp, Herbalism DL 2d6+4, 4 hours.

RESOURCES/FOOD

4x Portions of *Wood*, 4x Portions of *Fibers*

TACTICS

- **Wayfarers** usually travel alone and get easily irritated when disturbed.
- **Wayfarers** try to Grapple with potential opponents and use their strength and reach to crush them or throw them away.
- When surrounded, **Wayfarers** employ a single area attack that hits all targets within range, but the attacking **Wayfarers** loses 1d6 SP.

SYSTEM POINTS
25

BODY	REFLEXES	MIND
17	9	8

PHYSIOLOGY:
- **Head:** DL 14 Res: 3
- **Torso:** DL 9 Res: 3
- **Arms x2:** DL 11 Res: 3
- **Legs x2:** DL 11 Res: 3

STATS:
Speed: 8m
Height: 2 - 2,5m
Weight: 80 - 120Kg
Load: 85Kg
Strength: +7

EQUIP: (choose 1d6 of the following)
Staff, Water Flask (contains 1d6x Portions of *Water*), *Bag* (contains 1d6x Portions of *Seeds* +1x *Precious Stone*), *Tantar Leaves*, 1d6x *Trinket*, *Musical instrument*

SKILLS:
- **Herbalism:** +5
- **Esoterica** or **Climbing** or **Medicine:** +2
- **Brawling:** +1

SPECIAL TRAITS:
- Vegetable Mind: the creature gains a +1d6 bonus to Mind when targeted by Interaction checks.
- Plant: the creature is immune to viruses, poison, infections and anything else that typically only affects animals.

(choose one of the following or roll 1d6 to determine randomly)

1) Carnivore: the creature gains an additional melee attack it can use as a Free Action each Round (AV 15 2/6/14). The Shrub can also satisfy its Dietary Requirements by feeding on meat.
2) Tough: +3 Res on each Location.
3) Foliage: the DL to attack the creature from a distance is +3.
4) Fruiting: nutritious fruits grow on its body (the amount is 1d6 and they're equal to 1 Portion of *Jam* each, but they perish in 1d6 days when picked) and the creature has +1 Reactions and + 10 SP.
5) Thorns: any weapon used to hit the creature at melee range suffers 1 Light Damage.
6) Poisonous: contact with the creature is poisonous (resist 1d6 IS or +1 Pain per point of difference).

ACTIONS (2):
Attack (Punch AV 14) 2/7/14, Reach 2m, Strength +7.
Attack (Rock AV 12) 2/8/14, Range 3m (uses rocks found lying around), Strength +7.
Attack (Grapple AV 18).

REACTIONS (1):
Parry: +5

ELDER

DESCRIPTION

Elder Shrubs can reach truly impressive sizes, even competing with the tallest Woodshroom in height: their thick bark, marked by innumerable decades, carries memories from a thousand adventures.
Their vast experience makes them very wise beings, it's common to find them leading clans of Shrubs or even as forefathers to a branch of the Great Family.

ECOLOGY

DIETARY REQUIREMENTS

2 Portions of *Water* (or they can plant roots and absorb nutrients from the soil for 2 hours, emptying the area within 10km of nutrition for other Shrubs) and must be exposed to sunlight for at least one hour every 24 hours.

INTELLECT

Sentient

ATTITUDE

Indifferent towards non-plant beings; Accommodating towards plant-based beings.

ENVIRONMENT

Forest / Coastal / Swamp / Plains, Herbalism DL 3d6+5, 48 hours.

RESOURCES/FOOD

10x Portions of *Wood*, 10x Portions of *Fibers* (roll 1d6 every time you encounter an Elder Shrub; on a 6 it will be the bearer of a *Sacred Fruit* and will be treated as a god).

TACTICS

- **Elder Shrubs** are usually indifferent to everything around them and only attack overt threats.
- When attacked from multiple fronts, **Elder Shrubs** use their ***Earthquake*** Action.
- **Elder Shrubs** who don't want to let someone escape use their ***Roots*** attack.

"The Great Family consists of a set of grafts and vegetable genetics mixes, united by common ancestors. The older Rhapsodes believe them to be the product of ancient human science..."

System Points 50

Body	Reflexes	Mind
27	8	11

Physiology:

- **Head:** DL 12 Res: 5
- **Torso:** DL 7 Res: 5
- **Arms x2:** DL 9 Res: 5
- **Legs x2:** DL 9 Res: 5

Stats:

Speed: 10m
Height: 4 - 6m
Weight: 200 - 500Kg
Load: 180Kg
Strength: +17

Equip (choose 2):

Odorous Lichen x2d6 growing on their body, *Trinkets* x3d6, *Precious Stones* x1d6+1, *Xylanta Root* x1d6.

Skills:

- **Herbalism:** +10
- **Esoterica** or **Oratory:** +8
- **Carpentry:** +4
- **Medicine:** +6
- **Meditation:** +4
- **Brawling:** +3

Special Traits:

- Plant Talk: Elder Shrubs can communicate with non-sentient plants.
- Huge: each Location must suffer 2 extra Damage per degree before moving on to the next degree.
- Vegetable Mind: the creature gains a +1d6 bonus to Mind when targeted by Interaction checks and to Resisting on NS.
- Plant: the creature is immune to viruses, poison, infections and anything else that typically only affects animals.
- Unique Resin: decreases Bleeding malus by 1d6 when the creature suffers any, and any weapon that deals at least 1 Medium Damage sticks to the creature (a DL 3d6 Physical check is required to remove the weapon, even as a Reaction).

Actions (2):

Attack (Punch AV 17) 1/7/10 Reach 4m, Strength +17, when the attack hits the creature automatically Grapples with targets, if they're not taller than half its height; the creature always hits 1 additional Location per meter of height difference with the target.

Attack (Roots AV 18) when the creature uses this attack it won't be able to move until it uses an Action to extract the Roots from the ground. This attack can hit any target in sight in a 100m radius, making the roots emerge from the subsoil: anyone hit will be in Grapple and any hit to the roots will count as a hit to the Legs Location (the creature can use both legs to block up to two targets).

Earthquake: the Shrub bangs its fists on the ground, making it tremble; any target within 2d6m will be Downed (unless they pass a DL 10+1d6 Reflexes check in Reaction).

Attack (Grapple AV 30).

Reactions (0):

-

SLITHERING HORROR

DESCRIPTION

Abominations born from bizarre genetic mixing, these beings with long and elastic bodies have a huge mouth at the front, and a sharp venomous stinger at the other end with which they paralyze their victims. They're able to move easily through any environment with the aid of a series of prehensile limbs that allow them to climb effortlessly.
Their most distinctive feature are the two large tongues, more precisely trunks, that protrude from their toothless jaws: these are able to dilate and swallow other animals, which are then sucked into their spacious stomach.
Their digestion is quite slow, allowing them to assimilate creatures as big as themselves. Undoubtedly, the most disturbing part is that these creatures also absorb some of the abilities of whatever they're digesting, and it's not uncommon to meet specimens capable of handling tools or reproducing languages, traits they use as lures to attract further prey.

ECOLOGY

They owe their name to their habit of moving belly to the ground; occasionally -whenever they absorb the genetic characteristics of a biped - they stand erect, walking on their paws. They're not assiduous hunters: they always try to swallow the largest creatures available, in order to be able to feed on such substantial resources for long periods of time. Some believe that Slithering Horrors possess some sort of intellect, but this is only an illusion: it's possible to observe specimens intent on complex activities they learned from the genes of their prey, but such skills have a limited duration and are performed in a mechanical, repetitive way, without a real purpose.

DIET
They're carnivores and feed by swallowing their prey whole.

DIETARY REQUIREMENTS
1 Portion of *Meat* every 4 days.

INTELLECT
Non-sentient

ATTITUDE
Hostile towards anyone not larger than them.

ENVIRONMENT
Forest / Mountain / Swamp, Animals DL 4d6+4, 32 hours.

RESOURCES/FOOD

4x Portions of *White Meat*, 6x Portions of *Carapace*, 6x Portions of *Bones*.

TACTICS

- **Slithering Horrors** secretly follow their victims (Perception DL 2d6+10) to try and surprise them in moments of distraction.
- **Slithering Horrors** always attack larger prey (but never larger than themselves), trying to hit it with their stinger, and then attack it with their tongues to absorb it.
- When encountered, **Slithering Horrors** may be digesting a body; in such cases their Danger level will be 3: they carry an Uncommon weapon that they know how to use with a 13+1d6 AV, and each Round they can gain one of the bonuses listed in the Absorb Knowledge trait.

"Some Arthropoid tribes subject their young to a terrible rite of passage: being voluntarily swallowed by one of those crawling beasts that they call Mimi, then eating it after escaping its belly by ripping its flesh apart without the aid of no weapons."

System Points
41

Body	Reflexes	Mind
10	13	3

Physiology:
- **Torso:** DL 10 Res: +2
- **Tongue x2:** DL 18 Res: +0
- **Arms x6:** DL 12 Res: +2

Stats:
Speed: 14m (it can climb walls without taking any Climbing check)
Height: 1,3-1,7m (length 2-3m)
Weight: 90-140Kg
Load: 80Kg
Strength: +0

Equip:
-

Skills:
- **Smelling:** +4
- **Swimming:** +4

Special Traits:
- Absorb Knowledge: Absorbed bodies provide new abilities to the creature as it digests them. While the creature is digesting a body its Speed is halved, but for each Round elapsed it gains one of the following bonuses:
  1) Recover 1d6 SP.

  2) Gain a bonus to one of the victim's skills equal to the victim's skill level, lasting until the body is fully digested.

  3) Learn one of the languages known by the victim and reproduce some phrases (Listening DL 4d6 to realize this is only an imitation).

  If the creature suffers Severe Damage or at least Pain 4 to the Torso while digesting a body, it will instantly vomit it.

- Animal Mind: the creature gains a +1d6 bonus when targeted by Interaction checks.

Actions (2):
Attack (Stinger AV 15) 1/7/13, anyone hit will also be poisoned (resist IS 1d6 or targets are Immobilized for as many Rounds as the point difference). The creature can only perform one Stinger Attack per Round.

Attack (Absorb AV 13) anyone hit by this Attack is instantly sucked into the creature's belly, where they will suffer 1 Light Damage to each Location every Round due to intestinal acids, in addition to the effect of the stinger's venom. Targets can make their way out only by using small weapons, hitting DL 5 Res: 5 and dealing 1 Severe Damage. The creature can only contain one target at a time.

Reactions (2):
Dodge: +6

SQUAMATA

Description

Squamata are bipeds of medium height, reptilian in nature, very intelligent and with refined artistic tastes. Their slender and elastic bodies are covered in a thin layer of scales, which they shed quite frequently. They also have prehensile limbs and a long, versatile tail.
The physical characteristics of different Squamata ethnicities are widely varied. For this reason, it's possible to encounter, for instance, specimens with poison glands, or equipped with hardened shells, while others have membranes that allow them to glide, and so on. Their coats also vary enormously from specimen to specimen, from ethnicity to ethnicity, and sometimes even from one molt to the next: it's theorized that their scales can take on thousands of different colors and patterns.

Ecology

Squamata are mainly solitary, given their unintelligible and cold behavior – especially towards other species. Being Materia's most evolutionarily successful sentient species, they can be encountered anywhere on the planet, although they tend to prefer warmer climates. They usually have nomadic habits, though some specimens permanently reside in the planet's urban centers (where they usually quickly rise to prestigious roles).
Squamata, though reserved, don't live in perennial solitude: Rhapsodes tell of their amazing gatherings, which occur cyclically, in conjunction with their very secret reproduction rituals. It's also widely believed that they created a sort of occult society, dedicated to mysterious beliefs and purposes.
They're oviparous and can change their sex at will. During reproductive rites, sexual and social roles are established on the basis of a complex hierarchy that tends to favor specimens who show they have more to offer to the species' development – genetically, but also in terms of artistic, technological and scientific talent, etc. Strengthened by this process of collective improvement that's been going on for countless generations, they hold themselves and their entire species in high regard, so much so that they frequently consider themselves superior to other sentient beings.

Diet
They're omnivorous but they prefer meat, especially if cooked with one of their very tasty and spicy recipes.

YOUNG

Description

Despite being of smaller size and weaker constitution than adult specimens, Young Squamata already possess considerable agility and speed, which allow them to gain experience in hunting from a very early age. Unlike adult specimens, they're frequently accompanied by their peers.

When alone they tend to stay out of trouble, but when encountered in a group they can prove to be a problem: they're often too immature for reason to overrule their instincts.

N.B. a single Young Squamata has Danger Level 0.

Ecology

Dietary Requirements
1 Portion of *Water* and 1 Portion of any Food every 24 hours.

Intellect
Semi-sentient

Attitude
Indifferent towards everyone who isn't smaller than them, towards whom they're Hostile instead.

Environment
Forest / Coastal / Swamp / Plains / Underground / Vulcanic, Animals DL 3d6+3, 9 hours.

Resources/Food

2 Portions of *White Meat*, 2 of *Scales* and 2 of *Bones*.

Tactics

- Newborn **Young Squamata** usually stay close to a ***Head Brooder***, who raises them; the older ones can be encountered as they're playing or preying on some small animal far from their den.
- **Young Squamata** usually attack by taking their victims by surprise (Perception DL 4d6): one of them is sent ahead to distract their prey, giving the rest time to surround it stealthily; when attacking, they always aim for the Head.
- **Young Squamata** always attack smaller targets; they use their free movement to flee if they see a threat at least twice their size, or if they see a ***Head Brooder*** die.

System Points
19

Body	Reflexes	Mind
7	13	5

Physiology:
- **Head:** DL 16 Res: -
- **Torso:** DL 11 Res: -
- **Arms x2:** DL 13 Res: -
- **Legs x2:** DL 13 Res: -
- **Tail:** DL 14 Res: -

Stats:
Speed: 10m
Height: 1-1,3m
Weight: 30-60Kg
Load: 35Kg
Strength: -

Equip:
-

Skills:
- **Sneak:** +5
- **Swimming:** +1
- **Perception:** +3
- **Climbing:** +1

Special Traits:
- Sprint: the creature gains a +1 bonus to Initiative, and it can perform a free Movement Action in the first Round of an Action Scene.
- Cold Blooded: the creature decreases by 1 degree all effects due to temperatures higher than Normal, and it further decreases by 1 degree all temperatures lower than Normal. All Interaction: Empathy checks against the creature suffer a -1d6 malus.

Actions (2):
Attack (Claws AV 12) 2/8/15.

Reactions (2):
Dodge: +6

HUNTER

Description

Among the adults of this species, the most fearsome are undoubtedly the fast hunters. They're famous throughout Materia for their lethal abilities: given their physical characteristics and their unique mastery of weapons and other tools useful for hunting, their prey rarely stands a chance. If necessary, they're also skilled assassins.
Although they're reasonable individuals willing to negotiate, invading their hunting grounds or, worse, taking down their chosen prey could prove to be a fatal mistake.

ECOLOGY

Dietary Requirements
1 Portion of *Water* and 1 Portion of any Food every 24 hours.

Intellect
Sentient

Attitude
Indifferent towards anyone sentient and peaceful, and Hostile towards anyone who enters their hunting territory or threatens their tribe.

Environment
Desert / Forest / Coastal / Swamp / Plains / Underground / Vulcanic, Animals DL 3d6+11, 28 hours.

RESOURCES/FOOD

3 Portions of *White Meat*, 3 of *Scales* and 3 of *Bones*.

TACTICS

- **Hunter Squamata** can be encountered alone or (more rarely, in the case of large prey) in groups of 1d6 specimens; they usually lie in wait for a long time before launching a deadly attack on their prey (Perception DL 4d6+8).
- **Hunter Squamata** always attack aiming for the Head and try to put an end to the fight as quickly as possible; they only flee if their SP drops below half.
- When in a group, **Hunter Squamata** are usually led by a hunter who always has a Longbow, 1 dose of Venerin, a bonus of +1 to all checks, turns the Initiative bonus of every Squamata within 12m into +1d6 instead of +1, and has a +1 modifier to his Danger level.

SYSTEM POINTS
28

BODY	REFLEXES	MIND
9	15	11

PHYSIOLOGY:
- **Head:** DL 15 Res: +1
- **Torso:** DL 10 Res: +1
- **Arms x2:** DL 12 Res: +1
- **Legs x2:** DL 12 Res: +1
- **Tail:** DL 13 Res: +1

STATS:
Speed: 10m
Height: 1,5-1,9m
Weight: 50-80Kg
Load: 45Kg
Strength: +0

EQUIP:
Roll 1d6 to determine what it's carrying:
1) 1x *Spear*, 1x *Simple Armor* **2)** 1x *Dagger*, 1x *Bag* containing 1x *Larva* **3)** 1x *Short Bow* 1x *Container* with 2d6x *arrow*, 1x *Trap* **4)** 1x *Blowpipe*, 1x *Venerin* **5)** *Bag* containing 1x *Rope*, 1d6x *Trap* **6)** *Bag*, 1x *Hi-Tech Tool*, 1x *Machete*.

SKILLS:
- **Animals:** +4
- **Ranged Weapons:** +2
- **Sneak:** +7
- **Swimming:** +2
- **Perception:** +4
- **Climbing:** +2
- A Survival and Technology Skill of your choice with a +3 bonus

SPECIAL TRAITS:
- **Cold Blooded:** the creature decreases by 1 degree all effects due to temperatures higher than Normal, and it further decreases by 1 degree all temperatures lower than Normal. All Interaction: Empathy checks against it suffer a -1d6 malus.

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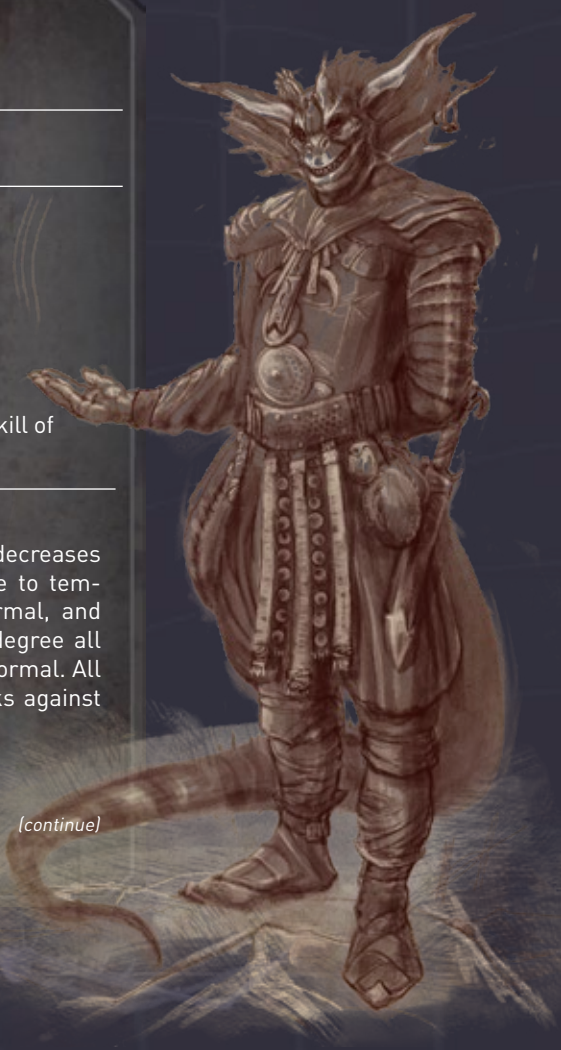


- Sprint: the creature gains a +1 bonus to Initiative, and it can perform a free Movement Action in the first Round of an Action Scene.

- Genetic Trait: one of the following, determined randomly by rolling 1d6:
  1) Chameleon: +1d6 to Stealth and to DL for being hit from a distance.
  2) Venomous: gains a bite attack (identical to the claw attack) that can be performed once per Round, and once every 2d6 Rounds the creature can inject venom (resist IS 1d6 or this deals 1 additional Light Damage at the start of the victim's Turn for as many Rounds as the point difference).
  3) Tough Scales: +3 Res on the whole body.
  4) Thermoradar: can locate heat sources in a 12m radius.
  5) Amphibian: it can breathe underwater and move around freely.
  6) Sticky: it can move along walls without performing Climbing checks.

Actions (2):

Attack (Claws AV 15) 2/7/14.

Attack (Tail AV 16) 3/8/15, Reach 2m.

Reactions (2):

Dodge: +7

Parry: +7

RHAPSODE

Description

Few species love arts, music, painting, embroidery and dance as much as Squamata do: their sinuous and loose bodies, as well as the precise movements of their clawed fingers, allow them to excel in these disciplines. Many talented Squamata choose to become Rhapsodes to bring their stories all over the world, narrating them through their works; almost all of them harbor secret motivations and interests, aiming to ensure the progress of their species and eternal glory for themselves. Witnessing one of their performances may be fascinating, but trusting their intentions may be careless.

Ecology

Dietary Requirements

1 Portion of *Water* and 1 Portion of any Food every 24 hours.

Intellect

Sentient

Attitude

Accommodating towards anyone who doesn't interfere with their plans, towards whom they secretly become Displeased.

Environment

Desert / Forest / Coastal / Swamp / Plains / Underground / Vulcanic, Animals DL 2d6+11, 20 hours.

Resources/Food

3 Portions of *White Meat*, 3 of *Scales* and 3 of *Bones*.

Tactics

- **Rhapsode Squamata** usually travel alone and know how to keep themselves out of trouble, but they're in constant contact with the crew of artists to which they belong; if they're in trouble, they can call the others for help if they're in a populated area.
- **Rhapsode Squamata** try to avoid combat at all costs; if forced into it, they use their Actions to flee and to use Inspire Safety to make others fight in their place.
- When close to death, **Rhapsode Squamata** will do anything to save their life, promising riches or to reveal information of any kind (they usually shamelessly lie in such cases, Interaction: Empathy DL 2d6+9).

SYSTEM POINTS 25

BODY	REFLEXES	MIND
8	16	11

PHYSIOLOGY:

- **Head:** DL 15 Res: +1
- **Torso:** DL 10 Res: +1
- **Arms x2:** DL 12 Res: +1
- **Legs x2:** DL 12 Res: +1
- **Tail:** DL 13 Res: +1

STATS:

Speed: 10m
Height: 1,5-1,9m
Weight: 50-80Kg
Load: 40Kg
Strength: +0

EQUIP:

Roll 1d6 to determine what it's carrying:
1) *1x Dagger, 1x Backpack, 1x Book, 1x Ink*
2) *1x Bag containing 1x Musical instrument, 1x Larva*
3) *1x Simple Outfit, 2x Trinket*
4) *1x Musical instrument, 1x Jewel*
5) *1x Chest, 1d6x Simple Outfit*
6) *1d6x Work of Art.*

SKILLS:

- **Throwing Weapons:** +2
- **Sneak:** +4
- **Swimming:** +2
- **Perception:** +2
- **Climbing:** +2
- An Art Skill of your choice with a +6 bonus

SPECIAL TRAITS:

- Secret Language: they can communicate through their artistic performances in a code only known by other Rhapsodes (Mind or the corresponding Art Skill DL 3d6+6 to decipher it).

- Sprint: the creature gains a +1 bonus to Initiative, and it can perform a free Movement Action in the first Round of an Action Scene.

- Cold Blooded: the creature decreases by 1 degree all effects due to temperatures higher than Normal, and it further decreases by 1 degree all temperatures lower than Normal. All Interaction: Empathy checks against the creature suffer a -1d6 malus.

- Genetic Trait: one of the following, determined at random by rolling 1d6:
  *1) **Chameleon:*** +1d6 to Stealth and to DL for being hit from a distance.
  *2) **Venomous:*** gains a bite attack (identical to the claw attack) that can be performed once per Round, and once every 2d6 Rounds the creature can inject venom (resist IS 1d6 or this deals 1 additional Light Damage at the start of the victim's Turn for as many Rounds as the point difference).
  *3) **Tough Scales:*** +3 Res on the whole body.
  *4) **Thermoradar:*** can locate heat sources in a 12m radius.
  *5) **Amphibian:*** it can breathe underwater and move around freely.
  *6) **Sticky:*** it can move along walls without performing Climbing checks.

ACTIONS (2):

Attack (Claws AV 14) 2/7/14.

Attack (Tail AV 16) 3/8/15, Reach 2m.

Inspire Safety: any target within 10m can immediately perform an Action of the creature's choice as a Reaction.

REACTIONS (2):

Dodge: +6

Parry: +6

Confuse: as an Action any target within 10m is Distracted.

HEAD BROODER

DESCRIPTION

The eldest specimens, to whom genetics granted larger bodies and many useful features to protect the lineage, are tasked with guarding the expertly hidden Squamata nests. They organize the occult rituals younger specimens have to take part in, lead the gatherings and have great influence within their communities.
They brood the eggs and teach the young their traditions, hidden inside their underground nests. It's mostly thanks to them that the Squamata culture is kept alive and passed on to future generations.

ECOLOGY

DIETARY REQUIREMENTS
1 Portion of *Water* and 1 Portion of any Food every 24 hours.

INTELLECT
Sentient

ATTITUDE
Displeased towards anyone not belonging to their tribe.

ENVIRONMENT
Forest / Coastal / Swamp / Plains / Underground / Vulcanic, Animals DL 3d6+20, 37 hours.

RESOURCES/FOOD

3 Portions of *White Meat*, 3 of *Scales* and 3 of *Bones*.

TACTICS

- **Head Brooder Squamata** usually stay in underground lairs, well hidden among the stones, where they protect 3d6x eggs and they're surrounded by 1d6x ***Young Squamata***; ***Adult Hunters*** usually guard the entrances.
- **Head Brooder Squamata** never chase anyone who flees and they don't need to hunt, as the other members of their community bring them offerings.
- When attacking, **Head Brooder Squamata** try to hit the opponents' Head with their claws or Bite them (they always start from the target closest to the eggs), and keep anyone else at a distance by hitting them with their tail or using it to grab them by the Torso.
- **Head Brooder Squamata** gain a +1d6 bonus to all checks for each egg that gets stolen or destroyed right in front of them, and they become immune to fear effects.
- **Head Brooder Squamata** respond well to flattery and refined gifts; anyone who continually proves their inferiority or gives them at least one Rare or Unique good receives a +1d6 bonus to Interaction checks: Persuasion.

"Our people's most ancient myths tell of how the natural evolution of life follows chaotic and undetermined paths; but the great knowledge that we accumulate generation after generation allows us to dominate this process and guide it, thanks to the selection of our most illustrious members. Our species is therefore the only one intent on continuous improvement, along a physical and spiritual path, aimed at making us the most suitable to survive in this and other worlds. The sad story of the human race showed us that intellect alone is not enough, and that it can indeed generate abominations..."

Speech by Dilophar, head priest of the Gathering of Scales

SYSTEM POINTS
49

BODY	REFLEXES	MIND
11	16	14

PHYSIOLOGY:
- **Head:** DL 15 Res: +2
- **Torso:** DL 10 Res: +2
- **Arms x2:** DL 12 Res: +2
- **Legs x2:** DL 12 Res: +2
- **Tail:** DL 13 Res: +2

STATS:
Speed: 15m
Height: 1,7-2,1m
Weight: 60-100Kg
Load: 55Kg
Strength: +1

EQUIP:
1x *Elaborate Outfit*, 2x *Chakram*, 1x *Miraculous Fumes*, 1x *Nightmare Spear*, 1x *Smoke Canister*, 1d6x *Larvae*, 1d6x *Spice*.

SKILLS:
- **Animals:** +4
- **Herbalism:** +6
- **Esoterica:** +5
- **Sneak:** +5
- **Swimming:** +4
- **Climbing:** +4
- An Art or Technology Skill with a +5 bonus.

SPECIAL TRAITS:
- Sprint: the creature gains a +1 bonus to Initiative, and it can perform a free Movement Action in the first Round of an action scene.
- Cold Blooded: the creature decreases by 1 degree all effects due to temperatures higher than Normal, and it further decreases by 1 degree all temperatures lower than Normal. All Interaction: Empathy checks against the creature suffer a -1d6 malus.
- Terrifying: when anyone other than other Squamata first sees a Head Brooder, they will be Scared (resist NS 1d6+3, if the check fails by 5 or more targets are Terrified instead; in both cases the duration will be equal to 1 Round per point of difference).
- Loose Body: the creature gains a +2d6 bonus to checks to break free from constraints.

ACTIONS (3):
Attack (Clws AV 18) 2/6/10, Strength +1.

Attack (Grapple AV 15).

Attack (Tail AV 20) 3/7/13 Strength: +1, 4m Reach, the creature's tail is prehensile and if the attack hits targets are automatically Grappled with.

Attack (Bite AV 16) Damage 1/7/12 once every 2 Rounds, the creature can inject venom (resist IS 1d6+3 or targets suffer 1 Medium Damage at the beginning of each Turn for as many Rounds as the point difference); it can also swallow a hit victim that is at least 1m smaller, dealing 1 Medium Damage to each of the victim's Locations (instead of normal Damage) from crushing. Once inside the stomach, the victim begins to suffocate and is Distracted on every Action; the victim suffers 1 Medium Damage to each Location every Round and the only way to make a way out is by using small weapons and dealing at least 1 Severe Damage (DL 1d6+2). The creature is also Distracted on every Action until the victim is dead.

REACTIONS (3):
Dodge: +10

Parry: +8

STONE BEASTS

N.B. a single Stone Beast has Danger Level 0.

"My boy, come here, get on.
See, the Beast you are riding now was my father's, and his father's, and his father's before him.

It was his first Stone Beast, and no one ever had the will to slaughter it.

If you'll respect them and care for them, your son will have an even bigger herd than I will leave to you; and old Stockypaws will still be there for him."

A Squamata Stone Beast breeder to his eldest son

DESCRIPTION

Stone Beasts are tardigrades evolutionary adaptation and share their appearance, albeit at much larger sizes (they can reach up to two meters in height). Their body, covered in a very robust rind, can harden to form a very resistant surface similar to stone (hence the name); Stone Beasts are characterized by 8 legs with long claws and a sucker oral apparatus in the front. In order to move and interact with the world, they rely on their powerful sense of smell and the receptive hair they're covered in, as they don't have any organs dedicated to sight. They're not particularly fast but, given their typically meek character, they're widely employed as pack animals by many of the planet's sentient populations.
Another unique characteristic they possess is that they're not subject to cellular aging: once they reach adulthood, they can only die from external causes.

ECOLOGY

Since they live in moss, tardigrades shared the enlargement process that the moss itself underwent on Materia, although their features remained unaltered: during the rainy season they climb the moss with their eight powerful legs, feeding on whatever they find (plant and animal).
When water starts running low, their body shrinks and an impressive chemical metamorphosis takes place: the animal's entire structure takes on a globular shape similar to a motionless rock, and during this phase they are almost indestructible.
Stone Beasts resume active life, reconverting the hard cuticle into their regular integument, only when water becomes available once more.
Stone Beasts reproduce asexually and lay eggs inside their bodies once every 1d6 years, giving birth to 3d6 new specimens.

DIET
Stone Beasts are omnivores: they ingest everything they find along their path like true scavengers.

DIETARY REQUIREMENTS
1 Portion di *Water* or 1 Portion of any Food every 48 hours.

INTELLECT
Non-sentient.

ATTITUDE
Indifferent towards everyone.

ENVIRONMENT
Desert / Forest / Coastal / Mountain / Plains / Underground / Vulcanic, Animals DL 2d6+3, 8 hours.

RESOURCES/FOOD

8x Portions of *White Meat*, 5x *Hides* (*Carapace* if gathered while the Beast is encysted).

TACTICS

- **Stone Beasts** are particularly easy to train (Animals DL 4d6, 12 hours) and are easily persuaded to be ridden, particularly if they're offered Food of Vegetable origin, which they love (-1 DL per Portion).
- When encountered in a pack, **Stone Beasts** can get annoyed if frightened by sounds of Loud or higher intensity and by pheromones emitted by hungry creatures (anyone who lost SP due to hunger within a 20m radius).
- **Stone Beasts** attack by trying to crush the opponent, aiming for the Torso, then escape to safety by climbing wherever they can; if forced to fight, Stone Beasts finish their enemies by overwhelming them in Grapple after downing them.

System Points 25

Body	Reflexes	Mind
13	7	1

Physiology:

- **Head:** DL 15 Res: +0
- **Body:** DL 8 Res: +3
- **Legs x8:** DL 10 Res: +3

Stats:

Speed: 8m
Height: 1,5 - 2m
Weight: 20 - 40Kg
Load: 80Kg
Strength: +3

Equip:

-

Skills:

- **Smelling:** +2
- **Swimming:** +1
- **Climbing:** +5

Special Traits:

- Encysting: If left without water for more than 1 week, Stone Beasts become Immobilized and their rind hardens, granting them Res: 6 on the whole body; the head retracts and can't be hit. The creature will revert to its normal conditions within 1d6 hours only if it receives 1 Portion of Water for each day spent in this state.
- Animal Mind: Stone Beasts gain a +2d6 bonus to Mind when targeted by Interaction checks.

Actions (1):

Attack (Bite AV 10) 3/7/14, Strength +3

Attack (Crush AV 11) 2/7/13, Strength +3, this Action includes one Movement. Anyone hit gets pushed a number of meters corresponding to the difference with the target DL and Downed if their Strength or Weight is less than the Stone Beast's.

Reactions (0):

-

STRIDER

N.B. a single *Strider* has Danger Level 0.

"The rumors regarding competitive races between Striders set up by Primordians from the Last Guard settlement are true and terrible; such races caused numerous victims among those poor creatures, just for fun and personal gain. I've even heard of organized fights. I will personally restore the natural order."

Redmaw, Squamata Priest of the Living on his purifying journey

DESCRIPTION

Striders are bipeds with extremely long, powerful legs and a central body that oddly develops downwards: they evolved in this way in order to efficiently locate small insects and invertebrates that hide on the ground. Their legs are their best defense against predators, and allow them to walk at high speeds.
They're equipped with scrawny but long semi-prehensile front legs which can penetrate the narrowest burrows, which they also use to bring food to their mouths.
They have a sort of beak, which evolved to creep into tunnels in the ground and reach all types of prey. Their head is adorned with two long horns, which only branch out during mating season and then slowly return to normal.

ECOLOGY

Striders are rather docile creatures, easily frightened by any noises. Always ready to flee, they gather in herds in order to monitor the territory more efficiently and better their chances of survival; fleeing is indeed their primary defensive strategy. They're the main source of food for many of the carnivores that inhabit Materia's prairies, but they're not easy prey: in addition to their speed and their acute hearing, it's important to remember that being caught along the escape route of a large herd of Striders isn't pleasant for anyone.
Striders are very quick when inspecting a portion of land and extracting the insects they hunger for, but they always keep alert and they're ready to flee immediately if they sense the slightest danger. Due to their naturally hunched posture, their backs are very resistant; that's why they're widely used as means of transportation by different populations, who domesticate them and employ them for longer journeys.

Their courtship rituals are among the best known on the planet: during the Dominant Phase (see the *Text of Traditions paragraph 4.4*) males gather in front of females, performing in clashes with their long horns. Such fights usually end because of exhaustion, rather than death or lethal injury, but they're still an impressive sight: Striders take tens of meters of run-ups across Materia's vast savannahs and plains, to then collide at incredible speeds.

DIET
Striders are carnivorous and usually feed on small insects and rodents.

DIETARY REQUIREMENTS
1 Portion of *Water* or 1 Portion of Food of Animal origin every 24 hours.

INTELLECT
Non-sentient

ATTITUDE
Displeased towards everyone, however they flee instead of hindering those they see as a danger.

ENVIRONMENT
Desert / Plains, Animals DL 3d6, 6 hours.

RESOURCES/FOOD

6x Portions of *White Meat*, 4x *Hides*, 5x *Bones*

TACTICS

- **Striders** live in large herds that quickly move from area to area, after carefully searching it for prey; a different specimen each Round acts as a guard, checking on any subtle noises and trying to get into a favorable position from which it can monitor the area efficiently (this creature gets +1d6 to Listening checks).

- **Striders** are easily frightened by any sound that is at least Loud (+1d6 to Intimidate checks).
- **Striders** are easily trained (Animals DL 3d6+2, 25 hours) and can be readily persuaded to be ridden by offering them insects (-1 DL per portion).

SYSTEM POINTS
22

BODY	REFLEXES	MIND
11	10	3

PHYSIOLOGY:
- **Head:** DL 15 Res: +2
- **Body:** DL 8 Res: +0
- **Arms x2:** DL 15 Res: +0
- **Legs x2:** DL 10 Res: +0

STATS:
Speed: 12m
Height: 1,8 - 2,3m
Weight: 110-170Kg
Load: 100Kg
Strength: +0

EQUIP:
-

SKILLS:
- **Listening:** +5
- **Climbing:** +1

SPECIAL TRAITS:
- **Born Runner:** the creature loses SP at a rate of 3x due to fatigue when it runs.
- **Animal Mind:** the creature gains a +2d6 bonus to Mind when targeted by Interaction checks.

ACTIONS (2):
Attack (Crush AV 13) 2/6/13, Strength +1 per 5m traveled, this Action includes one Movement and anyone hit is pushed a number of meters equal to the difference with the target DL and Downed if their Strength or Weight is less than the Strider's.

REACTIONS (1):
Dodge: +3

STRIGOPENDRA

DESCRIPTION

These insect-like creatures have long bodies protected by a hard carapace and equipped with dozens of legs, culminating with two prehensile limbs and a head with large toothed jaws.
They can reach considerable speeds and their reflexes are among the most developed on Materia, making them fearsome hunters: when they attack their prey, they completely envelop it with their body, curling up around it and tearing apart its flesh with the sharp protuberances located in the lower part of their bodies.

ECOLOGY

Strigopendras live in hot and mostly desert environments. They usually dwell beneath the sand, where they can find relief from the extreme heat. They're mostly solitary creatures, although they can be encountered in groups dedicated to the brooding of eggs, which are traditionally kept safe beneath the sand, enveloped in the mother's body. Strigopendras are known for their sudden attacks on unsuspecting explorers and nomads, as well as for the feeling of despair they instill in anyone who gets too close to them or their lair.

DIET

They're carnivores and mostly feed on small rodents and other desert insects, although they don't easily let opportunities to have more substantial meals pass them by.

LESSER

DESCRIPTION

The younger and smaller specimens are the most widespread on Materia, and they frequently tend to hunt in groups by setting up ambushes. Those who venture into the deserts know full well that they must pay attention to any slight movement on the sand's surface, but they also know that these creatures can prove to be an excellent source of protein for hungry travelers.

ECOLOGY

DIETARY REQUIREMENTS

1 Portion of *Meat* every 2 days.

INTELLECT

Non-sentient

ATTITUDE

Hostile towards everyone who doesn't belong to their species.

ENVIRONMENT

Desert / Underground / Vulcanic, Animals DL 10+3d6, 8 hours.

RESOURCES/FOOD

9x *Carapace*, 7x *White Meat*, 1x *Oil* (instead of blood).

TACTICS

- **Lesser Strigopendras** usually run in groups of 1d6 specimens, lurking under the sand where they await to surprise their prey (Perception DL 3d6+3).

- **Lesser Strigopendras** usually only attack their victims when they're within range and they aim for the Torso to try and wrap prey in their coils to drag them underground and suffocate them.
- Being accustomed to hot climates, **Lesser Strigopendras** keep away from environments that are too cold and become Scared when exposed to temperatures of Very Low or lower intensity.

SYSTEM POINTS
37

BODY	REFLEXES	MIND
10	15	4

PHYSIOLOGY:
- **Head:** DL 16 Res: +1
- **Torso x2:** DL 11 Res: +4
- **Legs x10:** DL 16 Res: +1
- **Arms x2:** DL 13 Res: +4

STATS:
Speed: 10m (it can climb walls without taking any Climbing check)
Height: 1,3-1,6m (**length**: 2,2-3m)
Weight: 90-130Kg
Load: 50Kg

EQUIP:
-

SKILLS:
- **Sneak:** +5

SPECIAL TRAITS:
- Animal Mind: the creature gains a +1d6 bonus when targeted by Interaction checks and to resist on NS.
- Despair Pheromones: anyone within 3m can't gain any bonuses from positive Morale points.
- Mortal Coils: when it wraps around a target with its body and Grapples with it (see below) it rolls into a ball and inflicts 1d6 Light Damage (to be split among the target's Locations) each time it performs a Movement action, due to the sharp protuberances that act as chainsaw as it rolls. When coiled up onto prey, the creature can't use the arms it's using to gain momentum for rolling or digging (it can't perform Claw attacks).
- Desert Digger: when moving, these creatures can choose to penetrate any terrain with Res 3 or lower, creating a tunnel that instantly closes up behind them. They move at half their Speed when doing so. They can hold their breath for 2d6 minutes before starting to suffocate, in which case they usually return to the surface to breathe and then immediately dive back below ground.

ACTIONS (1):
Attack (Bite AV 15) Damage 2/6/10, Piercing: 1, the creature can only use this attack on targets wrapped in its coils.

Attack (Claws AV 15) Damage 2/8/13, Piercing 3, when the creature performs this Attack it can immediately perform another one against the same target as a Free Action; if both attacks hit, it Grapples with the target and wraps around it, spending a Reaction.

Attack (Fight AV 19 -1 for every 2 missing Paws) the creature wraps a hit target in its coils (see above).

REACTIONS (3):
Dodge: +4

Strigopendras may perform Movement Actions as Reactions even in Rounds in which they didn't Wait.

GREATER

DESCRIPTION

Very few specimens develop to reach complete evolution.
Those that grow sufficiently usually become more intelligent than their peers and develop unique artistic production: they create intricate geometric compositions in the sand, only visible from above. It's believed that Greater Strigopendras use these to attract flying prey through hypnotic patterns. Unlike their lesser counterparts, communicating with these creatures is possible, although only the most experienced esotericists – who often employ these creatures as part of their rituals – are able to do this.

ECOLOGY

DIETARY REQUIREMENTS
1 Portion of *Meat* every day.

INTELLECT
Non-sentient

ATTITUDE
Hostile towards everyone who doesn't belong to their species.

ENVIRONMENT
Desert / Underground / Vulcanic, Animals DL 17+3d6, 18 hours.

RESOURCES/FOOD

14x *Carapace*, 11x *White Meat*, 4x *Oil*.

TACTICS

- **Greater Strigopendras** are solitary and usually lie in wait under the sand for large prey (Perception DL 3d6+7).
- **Greater Strigopendras** can be approached, changing their attitude through Interaction checks performed with the Esoterica or Figurative Arts skills; for each point by which the check is passed, the creature will be Friendly for 10 minutes and it will participate in any activities related to the two abilities mentioned above, granting a +1d6 bonus.
- **Greater Strigopendras** control vast territories several hundred meters in radius, where they draw their cryptic symbols. Anyone entering this area becomes a potential prey.

"...Rekko-Nam, the great Dark Places sorcerer, had no hesitation - though the sense of discouragement building inside him would have stopped anyone else. The huge thousand-legged creature stared at him from the darkness of the cave, its claws retracted, ready to spring and wrap him in its deathly grip. -The creation of meaning is magic, and I am here today to expand my consciousness in a mystical act- he said to the creature, and began to sacrifice the offerings he brought, spreading entrails on the ground. In silence, with his tail he began to trace arcane symbols in the ground, using the blood of the victims; and behold, the ancient, silent Strigopendra began to dance around him, fulfilling that ancient and sacrilegious rite..."

Extract from the forbidden novel "The fathers' forgotten chronicles"

SYSTEM POINTS
51

BODY	REFLEXES	MIND
13	15	7

PHYSIOLOGY:
- **Head:** DL 15 Res: +2
- **Torso x2:** DL 9 Res: +5
- **Legs x20:** DL 15 Res: +2
- **Arms x4:** DL 11 Res: +5

STATS:
Speed: 10m (it can climb walls without taking any Climbing check)
Height: 2,4-3m (**length**: 3,4-4,5m)
Weight: 280-320Kg
Load: 70Kg
Strength: +3

EQUIP:
-

SKILLS:
- **Art:** +6
- **Esoterica:** +3
- **Sneak:** +6

SPECIAL TRAITS:
- Animal Mind: the creature gains a +1d6 bonus when targeted by Interaction checks and to resist on NS.
- Despair Pheromones: anyone within 3m of a Lesser Strigopendra can't gain any bonuses from positive Morale points.
- Mortal Coils: when it wraps around a target with its body and Grapples with it (see below) it rolls into a ball and inflicts 2d6 Light Damage (to be split among the target's Locations) each time it performs a Movement action, due to the sharp protuberances that act as a chainsaw as it rolls.

  When coiled up onto prey, the creature can't use the arms it's using to gain momentum for rolling or digging (it loses 1 Claw attack).
- Desert Digger: When moving, these creatures can choose to penetrate any terrain with Res 3 or lower, creating a tunnel that instantly closes up behind them. They move at half their Speed when doing so. They can hold their breath for 2d6 minutes before starting to suffocate, in which case they usually return to the surface to breathe and then immediately dive back below ground.

ACTIONS (1):
Attack (Bite AV 16) 2/6/10, Strength: +3, Piercing: 2, the creature can only use this attack on targets wrapped in its coils.

Attack (Claws AV 16) Damage 2/8/13, Strength: +3, Piercing 4, when the creature performs this Attack it can immediately perform two more against the same target as a Free Action; if at least two of these attacks hit, the creature Grapples with the target and wraps around it, spending a Reaction.

Attack (Fight AV 22 -1 for every 2 missing Paws) the creature wraps a hit target in its coils (see above).

REACTIONS (3):
Dodge: +4

Strigopendras may perform Movement Actions as Reactions even in Rounds in which they didn't Wait.

STROBILOMIUS

Description

Also called "Pine Cone Mice", Strobilomi are small but deadly predators. These tiny and unsuspected creatures hide among the branches of trees that produce strobili, imitating their appearance through crypsis. In a nutshell, they hang from the branches and imitate the appearance of pine cones or other reproductive structures of the plant.
Their bodies are protected by very resistant plates and have two long and springy lower limbs which allow them to move on the ground, while the upper limbs are equipped with partial wing membranes that allow them to easily glide. All four limbs present curved claws suited to climbing. Finally, their heads with large rolling eyes taper off within a long, muscular trunk capable of penetrating their victims' bodies and injecting a devastating venom.

Ecology

Strobilomi owe their nickname to their unique camouflage ability: hanging from branches by their trunks, they retract their limbs, hiding them inside the carapace, and assume the shape of pine cones, thus blending perfectly with the vegetation.
Strobilomi hang like so until an unsuspecting victim passes under them. At that moment, they drop down and inject their venom, then flee to safety as they wait for their victim to die. After feeding, they climb back up again and await their next victim, safe from predators.
Strobilomi can stand motionless, without needing to feed, for very long periods of time.

Diet
They're carnivores and always aim for prey much larger than themselves, which they kill in order to feed on fluids and internal organs, sucking them in through their proboscis.

Dietary Requirements
1 Portion of biological fluids every 3 days (+3 days per additional Portion sucked).

Intellect
Non-sentient

Attitude
Hostile towards any animal they're hungry, otherwise Indifferent.

Environment
Forest / Swamp / Coastal / Mountain, Animals DL 1d6+14, 1d6+9 hours.

Resources/Food

1x Portion of *White Meat*, 1x Portion of *Carapace* (grants +1 Res +1 Durability), 1x Portion of Venom (a DL 2d6+9, 5 minutes Medicine check is required to extract this; the venom loses effectiveness after 1d6 hours and deals the effects described above if injected).

Tactics

- **Strobilomi** spend their time hanging from trees or other ledges, waiting to surprise their prey (Perception 3d6+13).
- **Strobilomi** always go for the largest target available, aiming for the back (Torso) so their victims – whose limbs face the front – can't strike back.
- After injecting their venom, **Strobilomi** attach to their victim to inject a second dose in case the first one isn't enough, or they detach and flee if other creatures intervene: they will head for the highest place they can hide in as quickly as possible, or close up when surrounded by opponents faster than them.
- **Strobilomi** suck the internal liquids of their victims, leaving the rest of the carcass intact (their meat will grant 1 less recovery SP), and for every minute elapsed they extract 1 Portion of nutrition (up to a maximum of 2 per Portion of the victim's Meat).

System Points
37

Body	Reflexes	Mind
5	11	2

Physiology:
- **Head:** DL 20 Res: -1
- **Torso:** DL 16 Res: +6
- **Legs x4:** DL 18 Res: -1

Stats:
Speed: 6m
Height: 15 - 22cm
Weight: 1-3Kg
Load: 2Kg
Strength: -1

Equip:
-

Skills:
- **Sneak:** +8
- **Climbing:** +8

Special Traits:
- Animal Mind: the creature gains a +2d6 bonus to Mind when targeted with Interaction checks and it's immune to fear effects.
- Glide: as it falls, it slows down by extending its upper legs, controlling the rate of descent at will. When it drops on a target it automatically Grapples with it, and anyone who hits it also hits the Location it's hanging from.

Actions (2):
Attack (Sting AV 16) 2/12/20, Piercing 5, the creature can only perform this attack on a target it landed on and only once per Round. It injects a very powerful venom into anyone hit (resist IS 1d6 or targets lose 1d6 ES at the start of each of their Turns for as many Rounds as the point difference).

Attack (Grapple VA10).

Reactions (2):
Dodge: +5

It can close up as a Reaction, retracting its limbs and head, which can no longer be hit (but losing any grip it had).

"Terror of the large, death by the small"

Verminoid proverb

SURVEYORS

DESCRIPTION

Not everything that lives on Materia is endogenous to the planet; it's believed the so-called Surveyors come from elsewhere, not simply from a distant planet, but perhaps from another dimension. These vaguely humanoid-shaped beings are very slender and thin, with heads totally devoid of distinctive traits and shaped like different types of solids; their most bizarre characteristic, however, is the internal composition of their bodies, which does not reveal the presence of internal organs but rather a body made of a substance similar to meat that fills every interstice, through which a dark, heavy liquid flows. In addition to this, a small black crystal can be found inside their heads; this stone appears to be associated with their unique ability to manipulate gravity.

ECOLOGY

Surveyors don't walk, they seem to levitate a few inches from the ground. They can also transfer this ability to inanimate objects surrounding them: they commonly lift stones and other minerals as they pass and carve them into polygons which then spin around their bodies.
Materia's scholars speculate that this is a form of visual communication: these artifacts' arrangement, shape and rotation may indicate the Surveyors' identity, their mood but also more complex messages in a code that has yet to be deciphered.
No one knows what their ultimate purpose is, nor is it easy to guess their intentions.
The only reasonable activity they seem to engage in is the construction of tall stone statues with complex geometric shapes, which they make spin through a complex joints system thanks to their unique abilities: these are thought to be totems dedicated to unknown extradimensional entities, or perhaps cosmic beacons through which they send messages to who knows where.

DIET
Nobody knows what they eat, since they have no internal organs. It's believed they draw energy from the sun, much like plants, or from other chemical components in the atmosphere.

DIETARY REQUIREMENTS
-

INTELLECT
Sentient

ATTITUDE
Indifferent towards everyone.

ENVIRONMENT
Desert / Forest / Coastal / Mountain / Swamp / Plains / Underground / Vulcanic, Animals DL 7d6+9, 40 hours.

RESOURCES/FOOD

5x Portions of *White Meat* (causes +1 Infection to internal organs and +10Kg per Portion ingested if eaten), 1x *Gravitational Crystal*.

TACTICS

- **Surveyors** can be encountered in small groups of 2-3 individuals, although twice as many are usually hiding nearby.
- **Surveyors** are curious about other intelligent life forms and always try to communicate, usually unsuccessfully: what really interests them on this planet is finding a way to return to their own world, but to do so they need to make contact with their kind.
- **Surveyors** only attack to defend themselves and always aim for the Location with the lowest DL by throwing stones collected from the ground, which they also use to defend themselves.

SYSTEM POINTS
61

BODY	REFLEXES	MIND
15	10	20

PHYSIOLOGY:
- **Head:** DL 15
- **Torso:** DL 10
- **Arms x2:** DL 12
- **Legs x2:** DL 12

STATS:
Speed: 6m (levitating)
Height: 2,5-3m
Weight: 250-300Kg
Load: 75Kg
Strength: +5

EQUIP:
-

SKILLS:
- **Animals:** +3
- **Electronics:** +7 (or another Technology Skill of your choice)
- **Herbalism:** +5
- **Esoterica:** +6
- **Sculpture:** +10

SPECIAL TRAITS:
- **Protective Gravitational Field:** they have Res: 10 on their whole body, which decreases by 1 for each Light Damage they suffer to their Head.

- **Alien Body:** they're immune to Pain and Bleeding conditions, and if their Head takes more than 1 Severe Damage it emits a gravitational wave which pushes targets 10d6m (-1m per point of Strength if the target spends a Reaction to resist) in a 10d6m radius, due to the destruction of the Gravitational Crystal.

- **Levitation:** Surveyors never touch the ground, but they can't levitate more than 1m high. This ability isn't affected if their legs get injured. They can choose to change their center of gravity, allowing them to levitate along vertical planes or upside down without suffering any malus.

- **Alien Mind:** they gain a +1d6 bonus to resisting on NS and to the DL of any Interaction check that targets them.

- **Quantum Senses:** Surveyors don't speak and only express themselves through their cubist sculptures (a DL 6d6, 1 hour Mind check is required to understand their message).
  They see and hear by sensing variations in gravitational fields around them, with precision in a 20m radius, inaccurately in a 100m radius, and only slightly in a 1Km radius (obstacles prevent perception as if they had normal sight and hearing).

ACTIONS (2):
Gravitational Telekinesis: Surveyors can move an inorganic target weighing up to 300Kg by 20m per Action spent (-1m every 20Kg).
They can maintain their grip on up to 3 targets at a time, but if they take any Damage they must resist NS 3 for each or drop the target.

If they want to throw an object, they will do so with AV 16 using one of the following weapons, randomly determined by rolling 1d6 (provided they have no other possible objects to throw). They get a bonus of +5 to Strength:
1-2) *Small Rock: 2/7/10*
3-4) *Medium Rock: 1/5/8*
5-6) *Big Rock: 0/2/4*

REACTIONS (3):
Parry: +11 (uses the stones that they levitates with telekinesis)

"When I woke up they were there staring at me, so to speak: they were contemplating my body, spinning their stone toys. Then they brought me in the middle of a fungi forest to one of their buildings that seemed to be made of smooth, two-dimensional panels made up of other dimensions that I couldn't see.
Inside, the rooms were no less disorienting: dozens of plant and animal species frozen inside lit niches, some collected here on Materia, others from who knows where; it was then that I realized this wasn't a palace, but an ark..."

Account of Callut the Mad, self-proclaimed survivor of an abduction by Surveyors

TEMPORAL LOCUST

N.B. a single Temporal Locust has Danger Level 0.

DESCRIPTION

These small insects have three pairs of legs, one of which is better developed and thus dedicated to jumping. They also have retractable wings which grant them limited flight.
Undoubtedly, however, their most eye-catching feature is the multicolored crystalline formation they have in lieu of a head; these creatures don't seem to have any digestive tract and their internal organs, which are also largely crystallized, seem to autonomously sustain themselves.
Rhapsodes and Scholars speculate that these creatures feed on time itself: whether this is true or not, inexplicable instances of acceleration or deceleration in the flow of time occur wherever they go.

ECOLOGY

They usually move in swarms of several dozen specimens, and when this happens entire areas can suddenly be launched into the future compared to the rest of the world, and see them aging in front of their eyes in a few seconds, or vice versa spend long years in the span of a few minutes. Predicting their behavior is difficult, but it's believed that they're attracted to intense gravitational fields.
Fortunately, they spend very long periods completely motionless, like jewels dotting the landscape, until they wake up all together and unpredictably, or until someone a little too curious disturbs them.

DIET
It's believed that they feed on time itself, literally tearing it from reality.

DIETARY REQUIREMENTS
-

INTELLECT
Non-sentient

ATTITUDE
Indifferent towards everyone.

ENVIRONMENT
Desert / Forest / Mountain / Plains / Vulcanic, Animals DL 5d6, 6d6 hours.

RESOURCES/FOOD

1x Portion of *White Meat*, 1x *Time Crystal* (a DL 6d6, 1d6 hours Medicine check is required to detach it without breaking it).

TACTICS

- **Temporal Locusts** don't have a fixed behavioral pattern, they move in swarms towards random destinations and may consequently stop in those areas for days on end.
- Temporal Locusts are quite docile and harmless, and can be trained (Animals DL 4d6+7, 4d6 hours).
- If attacked, **Temporal Locusts** move and use Alter Time to ensure their escape.

SYSTEM POINTS

18 (a single locust) / **28** (a swarm)

BODY	REFLEXES	MIND
5	16	1

PHYSIOLOGY:

- **Time Crytal:** DL 20 Res: +2
- **Body:** DL 15 Res: +0
- **Legs x6:** DL 22 Res: +0
- **Wings x2:** DL 22 Res: -2

STATS:

Speed: 4m (they can climb walls without taking any Climbing check),
8m (flying, but they have to finish moving on a support surface, they cannot float).

Lenght: 30-50cm
Weight: 90-150g
Load: 1Kg

EQUIP:

-

SKILLS:

- **Sneak:** +4

SPECIAL TRAITS:

- Time Warp: anyone within 1m gains a +1 bonus to Initiative (the bonus and the area increase by 1 for every 2 additional specimens nearby; during the moons Dominant Phase this bonus turns into a corresponding malus).
- Animal Mind: the creature gains a +2d6 bonus to Mind when targeted by Interaction checks.
- Prehensile Legs: their small legs can carry small objects, but they can't use or manipulate them in a complex way.

ACTIONS (2):

Alter Time: once every 1d6 Rounds, the creature can alter time in a 1d6m radius for 1d6 Rounds (the area and duration increase by 1d6 for every other 2 specimens nearby); anyone within the area will see time speeding up or slowing down outside the area (in the first case, anyone outside will look Stunned to anyone inside; in the second case, anyone inside will look Stunned to anyone outside; randomly determine which effect is triggered between the two).

REACTIONS (1):

Dodge: +6

"This is the story of a friend of a friend,
who raised locusts by the thousands:
in one day he built a black stone palace,
He took a lifetime to do it, alas!"

Tale of a Rhapsode at the Good Awakening tavern

TERROR OF THE LIVING

DESCRIPTION

These creatures are the result of millennia of evolution contaminated by radioactive fumes: they adapted to the extreme conditions men forced them into.
Terrors of the Living consist of a central body surmounted by sharp, long protective thorns on the back, and supported by two legs suited to running. Their body seems to lack any distinctive traits or perception organs: on closer inspection, however, it's possible to spot a crack in the middle of the body, which these beasts can widen, showing off their internal organs. This ability is used both for defensive purposes and to hunt prey. Indeed, Terrors of the Living emit large amounts of ionizing radiation, and their inner soft tissues are even more radioactive; this makes these creatures mortal dangers to everyone.
They orient thanks to some of their central nervous system's internal organs, which allow them to detect radioactive traces over long distances and thus provide them with a detailed tomography of the landscape that surrounds them.

ECOLOGY

Terrors of the Living are a danger to every living species on Materia, and everyone avoids them, as they're bearers of death and famine.
Their mere presence in an area can cause the death or poisoning of plant species and the pollution of aquifers, eventually forcing every other living being to move away; that's another reason why they developed limbs that allow them to move quickly and over long distances without getting tired.
They can self-reproduce (they generate one specimen at a time, with a gestation cycle of 1d6+8 months, a time which they prefer to spend in highly radioactive areas) and their average lifespan is 10-20 years.

DIET

The method through which these abominations feed is at the very least unusual, and surely disgusting: they literally dissolve their victims (mainly injured, elderly or sick animals) thanks to the radiation emitted by their exposed internal organs. When these are reduced to a pulp, they suck their remains through an oblong extendable feeding apparatus.

DIETARY REQUIREMENTS

1 Portion of dissolved *Meat* every 3 days.

INTELLECT

Non-sentient

ATTITUDE

Hostile towards anyone of equal or smaller size.

ENVIRONMENT

Desert / Swamp / Vulcanic, Animals DL 4d6+10, 14 hours.

RESOURCES/FOOD

5x Portions of *Hides*, 5x Portions of *Red Meat* (its meat is radioactive), 1x *Radcore*.

TACTICS

- **Terrors of the Living** can be encountered in groups of 1d6x specimens intent on foraging for food, mostly small prey easy to liquefy.
- If frightened, **Terrors of the Living** freeze and use their Open Chest feature; if they get attacked anyway, they flee.
- If attacked and unable to escape, **Terrors of the Living** use their Open Chest feature and then try to dodge, Waiting or moving away from opponents.
- When fighting in packs, **Terrors of the Living** make it so that at least one specimen uses their Open Chest feature while the others try to down targets with Crush, aiming for the supporting limbs, to then finish them with their legs.

System Points 46

Body	Reflexes	Mind
10	12	3

Physiology:

- **Torso:** DL 12 Res: +6
- **Legs x2:** DL 15 Res: +3

Stats:

Speed: 12m
Height: 1,4-1,6m
Weight: 90-140 Kg
Load: 60 Kg
Strength: +0

Equip:

-

Skills:

- **Perception:** +6
- **Jumping:** +4
- **Climbing:** +3

Special Traits:

- Animal Mind: the creature gains a +1d6 bonus when targeted by Interaction checks or to resist on NS.

- Terrifying: anyone seeing them use the Open Chest Action (see below) for the first time becomes Afraid (resist NS 1d6, if the check fails targets are Afraid for as many Rounds as the point difference or Terrified if the difference is 5 or more).

- Emitting Radiation: the creature emits radiation of Low intensity within a 40m radius, of Medium intensity within a 20m radius and of High intensity in a 5m radius (the effects are described in detail in the ***Text of Traditions paragraph 4.4 Natural Hazards***).
  Its body is so radioactive that the creature is immune to disease and infection and receives a +2d6 bonus to resisting on IS.

- Dorsal Spines: weapons used to hit the creature to the Torso in melee always suffer 1 Light Damage if their Res is 3 or less.

Actions (2):

Attack (Crush AV 14) 3/9/16 (Strength +1 per 5 meters traveled). This Action includes a Movement, and if it deals at least 1 Medium Damage targets are Downed.

Open Chest: the creature's central body opens up, revealing its radioactive internal organs. To do this the creature spends an Action, but it can't do anything else in this Turn. In doing so, it spends 1d6 SP.
When this happens, the effects of the radiation emitted by the creature apply every Round to those exposed to it.
When the creature's belly is exposed, hitting its internal organs becomes possible (DL 15 Res: -2 in the Torso Location).

Attack (Legs AV 16) 2/7/10, Strength +1, this Action can only be performed against Downed targets and each hit also deals +1 Pain.

Reactions (2):

Dodge: +7

"...and above all, remember to keep at least two Forestriders away from any Terror of the Living you spot."

Sna'pat,
wandering Lemurite

THANATOIDES

DESCRIPTION

These quadrupeds aren't exactly alive, but rather animated by the action of a bacterium that specifically attacks the corpses of Materia's herbivores animals.
This bacterium completely consumes the corpse's brain and all of the neighboring organs, leaving the head to decompose: when this process is complete the rest of the body seems to revive, with only a horrible hole connected with the stomach remaining where the creature's head once was.
These creatures can extend their intestines out of their bodies and use them as pointy tentacles to strike other corpses found during their wanderings, dragging them inside their bodies in order to consume them.

ECOLOGY

These infected walking corpses move around at night, very slowly, searching for corpses to feed on and infect; solar radiation is lethal to the bacterium, so the creatures hide during the day, preferring the beds of swampy areas or larger bodies of water. At night, they emerge from their hiding spots to devote themselves to their search.
When they extend their intestines out of their bodies, they also frequently vomit the semi-digested remains of their meals to scare away any attackers.
Necrocordiceps see in these creatures the most terrible threat to their existence, as these bacteria come into direct conflict with the Necrocordiceps virus, exterminating it from the bodies they infect.

DIET

They derive nourishment from the corpses captured with their entrails, although they also regularly attack any living prey that comes within range.

DIETARY REQUIREMENTS

4x Portions of *Meat* every day (dead or alive).

INTELLECT

Non-sentient

ATTITUDE

Hostile towards anyone of equal or smaller size.

ENVIRONMENT

Coastal / Swamp / Underground, Animals DL 3d6+17, 8 hours.

RESOURCES/FOOD

All Resources and Foods gained from the bodies of these creatures are infected with the bacterium and transmit the infection to other dead bodies, as described below.
7x Portions of *Red Meat* (no longer Nutritious, and each transmits +1 Infection if ingested), 1d6+7x Portions of *Bones*, 1x Portion of *Hides*, 1d6-1x *Ooze Algae*, 1d6-1x *Mollusks*, 1d6-1x *Bright Goo*.

TACTICS

- **Thanatoides** are solitary and nocturnal creatures; when they come out of their aquatic hiding places they immediately begin to search for bodies to infect and to feed on (they remain wet for 2d6 minutes after they come out of the water and during this time they don't suffer any Damage from fire).
- **Thanatoides** attack any organic prey that comes within range, always favoring the closest ones; when threatened they start off by performing Horrific Vomit in order to move quicker; they always aim for the Torso with their tentacles.
- **Thanatoides** always know when the sun is about to rise, and they start moving towards their underwater shelters in advance; if they get slowed down in any way, they start using their Crush Action to move faster and get rid of obstacles.
- **Thanatoides** regenerate their wounds in half the time during the Dominant Phase of the moons.

SYSTEM POINTS 53

BODY	REFLEXES	MIND
13	13	0

PHYSIOLOGY:

- **Torso:** DL 10 Res: -
- **Tentacles x8:** DL 16 Res: -2
- **Legs x4:** DL 14 Res: -

STATS:

Speed: 8m
Height: 2,3-3,1m
Weight: 190-250Kg
Load: 70Kg
Strength: +3

EQUIP:

Inside a Thanatoides' body are goods belonging to the creatures it ingested (sometimes, these come out when the creature uses ***Horrific Vomit***; roll 1d6 to determine its contents): **1)** *Nothing* **2)** *1d6x* ***Trinkets*** **3)** ***Tool*** *and 1x Portion of* ***Simple Metal*** **4)** ***Glasses*** *e* ***Simple Footwear*** **5)** ***Precious Stone*** **6)** ***Knuckler*** *and 1x* ***Simple Armor***

SKILLS:

- **Perception:** +1
- **Jumping:** +5
- **Climbing:** +5

SPECIAL TRAITS:

- Undead: Thanatoides are immune to poison, disease, asphyxiation, fear effects, as well as Pain, Bleeding, Morale and Infection conditions. They don't possess regular senses, but they can detect the presence of rotting biological masses within a 200m radius, and living ones within a 20m radius. They receive a +1d6 bonus to resist infection attempts by Necrocordiceps with the Necroinfection trait, but if the attempt is successful the bacterium will be defeated by the virus, which will take over the body (however, it won't be able to use the intestinal tentacles and it will still suffer the effects of Bacterial Infection as described below).

- Bacterial Infection: the bacteria infecting the creature are very volatile and easily spread through the air: in a 6m radius, the storage time of Foods decreases by 1 point and Necrocordiceps suffer -1 IS per Round of exposure. Should a Necrocordiceps come into direct contact with the creature's intestinal tentacles, it will fight the bacteria (resist IS 2d6+6, Necrocordiceps receive a bonus equal to their Viral value). If the check fails, the creature loses control over one of the host body's limbs per point of difference, and if this causes it to lose control over the Head as well, it will die. Necrocordiceps regain control of the limbs at a cost of 1 IS, spending 1d6 hours for each.

- Microbial Resuscitation: The Thantoides' body parts remain infectious even when severed, and each of them will quickly begin to develop a new specimen. Every 2d6 minutes each of the Thanatoides' Locations decreases by one degree 1 Damage suffered, even if the Location was severed from the body; after having completely regenerated the Damage suffered, amputated Locations develop a new Location (starting from the Torso) with one Severe Damage after another 2d6 minutes, and so on until a new independent specimen is created. The only way to completely get rid of them is to burn their bodies, or expose them to direct sunlight or light of Extreme intensity for at least 3 hours.

ACTIONS (4):

(the creature can only perform 1 Movement Action per Round)

Horrific Vomit: the Thanatoides throws up a corpse it was absorbing and the view is terrifying to anyone who sees it (resist IS 1d6+2, anyone who fails suffers a -1 Morale malus per point of difference and will also be Terrified for 1 Round if the difference is 5 or more). The creature can only perform this Action once, then in order to do it again it must ingest another body; when the creature performs this Action it can't move for the whole Turn.

Attacco: (Crush AV 15) 2/8/12, Strength: +3, this Action includes a Movement. Targets smaller in size are Downed and pushed as many meters as the point difference.

Attack (Tentacle AV 16) 3/7/14, Strength +3, Piercing 2, in order to attack with the tentacles, the creature must first perform Horrific Vomit. Hit targets are automatically Grappled with; by passing an opposed Grapple check and spending an Action, the Thanatoides will be able to ingest targets directly if they're 2m tall and/or long or less. Swallowed targets are Immobilized, they suffer +1 Infection to each Location every Round, they begin to suffocate, and during their Turn they can only attempt a successful Grapple check to escape. As long as it holds a body inside, the creature's speed is halved.

Attack (Grapple AV 12 +1 for each tentacle used).

REACTIONS (1):

Parry: +6 (uses the bodies held and not yet swallowed to parry whenever possible).

"When Qlippoth is high in the sky, the worst creatures are affected by her ominous influence. Not even the dead are exempt from this frenzy, in those nights filled with restless dreams..."

VENORAPTOR

DESCRIPTION

A reptilian species of sauropod who evolved to become one of the most widespread predators on the planet. Bipedal and equipped with long tails, Venoraptors have wide and oblong toothed jaws on their eyeless heads; the organs used for vision are actually located on six limbs arranged along both sides of the torso, which end in long and sharp bone appendages.
They're very fast, thanks to their hind legs suitable for running in savannas and deserts, and they possess one of the deadliest known venoms – Venerin – which they inject through bone stingers they also use to cling to larger prey when necessary.

ECOLOGY

Venoraptors often move in packs, sometimes quite numerous, a tactic that allows them to defend themselves from much larger creatures and to surround and confuse other packs of creatures that could represent a meal. They're extremely aggressive, but not stupid at all: they can actually plan astute hunting maneuvers, coordinating their movements to perfection. They're oviparous and they favor dark and humid places to shelter in and make their dens.

DIET
They're carnivores; herds of ***Kzernogs*** are definitely among their favorite prey.

DIETARY REQUIREMENTS
2 Portions of *Meat* every day.

INTELLECT
Non-sentient

ATTITUDE
Hostile towards anyone who doesn't belong to their species.

ENVIRONMENT
Desert / Forest / Mountain / Swamp / Plains, Animals DL 3d6+14, 40 hours.

RESOURCES/FOOD

5x Portions of *White Meat*, 5x Portions of *Hides*, 6x Portions of *Bones*, 1x Portion of *Venerin* (which can only be extracted within 1d6 minutes of the creature's death by passing a DL 4d6+10, 1 minute Medicine check; failing by 3 or more results in poisoning).

TACTICS

- **Venoraptors** are nearly impossible to train (Animals 3d6+20, 34 hours).
- **Venoraptors** often move in hunting packs of 2d6 specimens and spend their time inside their caves, running across plains or lying in wait to ambush prey (Perception DL 2d6+6).
- **Venoraptors** attack one single prey all together, each aiming for different Locations, always starting from those with the lowest DL.
- **Venoraptors** flee if their pack's numbers are decimated to half or less.

"Yessss, very excccellent! I losssst the use of my right eye and my left foot to recover the poisssson that his lordssship requested, but it was certainly worthhh it to honor hissss majesty..."

Cassan the Forked, penitent servant of the Prophets of Disaster

System Points
46

Body	Reflexes	Mind
12	13	4

Physiology:
- **Torso:** DL 10 Res: +1
- **Head:** DL 15 Res: +1
- **Arms x6:** DL 16 Res: +1
- **Legs x2:** DL 11 Res: +1
- **Tail:** DL 11 Res: +1

Stats:
Speed: 13m
Height: 1,7-2m (**length** 2-3m)
Weight:110-170Kg
Load: 70Kg
Strength: +2

Equip:
-

Skills:
- **Observation: +6**
- **Swimming: +1**
- **Jumping:+2**
- **Climbing:+4**

Special Traits:
- **Animal Mind:** the creature gains a +1d6 bonus when targeted by Interaction checks.

- **Brachial View:** Venoraptors see at a 360° angle in any light conditions, and they receive a bonus of +1d6 to Initiative.

Actions (2):
Attack (Claws AV 11) 2/7/12, Piercing 3, anyone injured will also be poisoned (resist IS 1d6+2). If the check fails, the venom inflicts a -1 malus per point of difference to all actions that rely on sight; if the check fails by 3 or more points, the target is Blinded. Both effects last 1 minute per point by which the check was failed. This venom can only be injected once per Round, regardless of the number of successful Claw attacks. The creature can only perform this Action once per Round, and when it does it immediately performs five other attacks as a Free Action (-1 per lost limb).

Attack (Bite AV 15) 2/6/13, hit targets suffers +1 Bleeding.

Attack (Tail AV 15) 3/8/14, Reach 2m, if the attack hits the supporting limbs of a creature weighing up to twice as much as the Venoraptor, that creature is Downed.

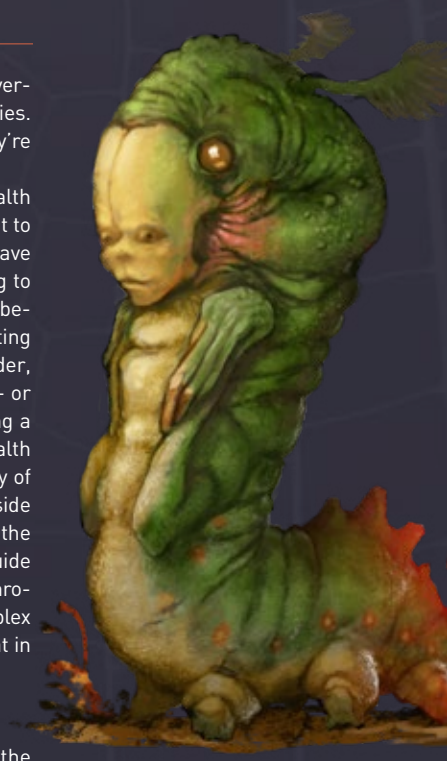
Reactions (1):
Dodge: +3

VERMINOIDS

DESCRIPTION

Verminoids, creatures with oblong bodies and many legs, are the species that most specializes in commerce on Materia. Their slithering bodies have two prehensile limbs that are longer than the others, characterized by a beak whose shape is modeled to look like a face: they evolved this way to favor social interaction with other mammals in particular (since looking them in the eyes can be disturbing to many), as well as to trick predators into hitting these tough appendages rather than their vital points.
When they move they leave behind a trail of mucus well known for its medicinal properties, which quickly dries in the open air.

ECOLOGY



The Verminoids' society is a rather peaceful one, given their completely vegetarian diet; they usually live in verdant areas, though they travel often - it's not uncommon to see them integrated in other types of communities. The production of Verminoid Slime is undoubtedly their main source of income in the constant trade they're involved in, but also the means through which they make themselves well-liked.
They're very skilled at learning the languages of other species. Verminoids value the accumulation of wealth above all other assets, which they achieve almost exclusively through commerce. They're culturally resistant to violence, and harbor profound skepticism towards organized religion and social institutions. Instead, they have an innate talent for trading: despite their mellifluous ways, they're seasoned buyers and they'd do anything to get the best out of a negotiation, which may last for hours. Taking advantage of their abilities, some of them become part of criminal networks, quickly obtaining large illicit gains; however, they systematically avoid getting their hands dirty. Among their traditions a prominent one is the rite of metamorphosis, practiced only by older, wiser and wealthier individuals, which allows these chosen few to take on a new form and escape death – or so they believe; to do this, the fattest Verminoids feed at incredible rates for several weeks, before building a cocoon out of their own mucus. This need to possess immense quantities of food makes income and wealth essential and spiritual values in all of their societies. The main reason for this custom is that the possibility of being successful in the metamorphosis directly depends on the quantity of food that they managed to put aside before the molt; the quality and quantity of the food also directly affects their primary commercial product, the Verminoid Slime, which improves in efficacy and duration the more the Verminoid is fatty. The criteria that guide reproduction are also based on the floridity of the partner's body and commercial activity. Being a hermaphrodite species, the reproductive act can take place between any specimens; however, this is regulated by complex private contracts aimed at enforcing the commercial merger following marriage (and it's no coincidence that in the verminoid language the same term is used for both things).

DIET

They're vegetarians and mainly feed on Materia's big mushrooms. The more varied and richer their diet, the more they will be able to gain weight and produce slime.

MERCHANT

DESCRIPTION

All Verminoids, sooner or later in life, start some form of commercial, private or company activity with other individuals willing to share its burdens; you can always find at least one in larger urban centers, who'll surely be able to procure rare or odd items. It's also a given, however, that they have the necessary protections in place so as to avoid falling prey to ill-intentioned individuals.

ECOLOGY

DIETARY REQUIREMENTS

1 Portion of vegetable Food or *Fibers* and 1 of *Water* every day.

INTELLECT

Semi-sentient

ATTITUDE

Accommodating towards anyone who isn't aggressive, towards whom they will be Displeased instead, keeping their distance.

Environment

Forest / Coastal / Mountain / Swamp / Plains / Underground, Animals DL 2d6+4, 4 hours.

Resources/Food

5x Portions of *White Meat*, 2x Portions of *Carapace*, 1d6x Portions of *Verminoid Slime*, 1x Beak (which counts as 1x of *Simple Metal*).

Tactics

- **Merchant Verminoids** frequently hire guards; choose creatures with a total Danger level of 4 if the Verminoid is carrying 5 or more goods, and a total of 8 if it's carrying 8 or more goods.
- **Merchant Verminoids** avoid combat, but when cornered they show their eyes and try to scare attackers by making themselves seem larger and using their communication skills.
- Despite their seemingly affable disposition, **Merchant Verminoids** are difficult to persuade in trade negotiations, and gain a +1d6 bonus when targeted by Interaction: Convince checks.

System Points
13

Body	Reflexes	Mind
11	7	16

Physiology:

- **Head:** DL 14 Res: -1
- **Beak:** DL 17 Res: +5
- **Torso:** DL 9 Res: -1
- **Arms x2:** DL 13 Res: 0

Stats:

Speed: 5m
Height: 1,2-1,5m (**length:** 2,4-3,1m)
Weight: 20-50Kg
Load: 80Kg
Strength: +1

Equip:

Roll 1d6 three times to determine what they're carrying:

First roll: 1) *1d6x* ***Trinkets*** 2) *1x* *Clay* ***Container*** *with 1d6x* *Verminoid Slime* 3) *1x* *Glass* ***Container*** *with 1x* *Ground Leeches* *and 1x* ***Trinket*** 4) *1x* ***Bag*** *with 1x* *Thermostatic Ivy* *and 1x* *Vegetables* 5) *1x* ***Sickle*** *and 1x* ***Simple Outfit*** *1x* ***Trinket*** 6) *1x* ***Musical instrument*** *and 1x* *Prismatic Toad*

Second roll: 1) *Nothing* 2) *1x* *Glass* ***Container*** *with1x* *Acid* 3) *1x* *Time Crystal* *and 1x* *Simple Metal* 4) *1x* ***Sled*** *and 2d6x* ***Cloth*** 5) *1x* *Xylanta Root* *1x* *Berries* 6) *1x* ***Simple Outfit***, *1x* ***Trinket*** *and 1x* ***Jewel***

Third roll: 1) *Nothing* 2) *1d6x* *Precious Metal* *and 1x* ***Cart*** 3) *1x* *Metal* ***Container*** *with* *Rebirth Marrow*, *1x with* *Mur Blood* *and 1x with* *Chemicals* 4) *1x* ***Mace***, *1x* ***Short Bow***, *1x* ***Chakram***, *1x* ***Composite Armor*** *and 1x* ***Pistol*** *with 1d6x* ***Ammunition*** 5) *1x dried* *Red Meat*, *1d6x* *Eggs*, *1d6x* *Wandering Leaf* 6) *1x* ***Cloth***, *1x* ***Ink***, *1x* *Jam*, *1x* *Sweetgrass*, *1x* ***Trinket***

Skills:

- **Oratory:** +6
- **Perception:** +4
- **Climbing:** +9
- A Technology and a Survival Skill with a +4 bonus

Special Traits:

- Produce Mucus: when they move, Verminoids leave behind a trail of slime which makes them very easy to follow (+1d6 to Perception checks) and once per hour by spending 1 minute they can produce more, creating 1 Portion of Verminoid Slime (+1 per hour for each Portion of consumed Food, but their dietary requirements for that day will increase by the same amount).

- Vertigo Eyes: anyone who locks eyes with a Verminoid when it lowers its head will be struck with profound discomfort (resist NS 1d6 or targets become Distracted for as many Rounds as the point difference). They usually keep their heads slightly tilted back so that their interlocutors face their beak instead.

Actions (2):

Attack (Beak AV 16) 2/6/13, the creature can only perform this Action once per Round.

Attack (Claws AV 9) 3/7/14.

Distract (targets must resist NS 1d6 or they're forced to only hit the Beak for as many Rounds as the point difference).

Reactions (0):

-

EVOLVED

DESCRIPTION

The few Verminoids who choose a more ascetic path are those who built commercial empires big enough to guarantee them well-stocked food reserves, or even control over entire territories; here, after consuming large quantities of vegetable fiber, they build a cocoon out of slime from which they emerge after a few weeks. Their body will have grown in size and feature much longer and slender legs and two huge multicolored wings on its back; the beak, which once looked like a friendly face, is now distorted into a series of snappy jaws suited to feeding on meat as well. Evolved Verminoids are among the rarest creatures on the planet – in part due to their short lifespan – and they're revered as gods by other Verminoids.

ECOLOGY

DIETARY REQUIREMENTS
2 Portions of Food and 1 of *Water* every day.

INTELLECT
Semi-sentient

ATTITUDE
Displeased towards everyone and Hostile towards those they choose as prey.

ENVIRONMENT
Forest / Coastal / Mountain / Swamp / Plains, Animals DL 6d6+4, 40 hours.

RESOURCES/FOOD

7x Portions of *White Meat*, 6x Portions of *Carapace*, 1d6x Portions di *Verminoid Slime*, 1x Wing Powder per wing still intact (this can be extracted from the wings by passing a DL 5d6 Reflexes check, but it'll lose all of its properties after 2d6 hours. The poison works through inhalation and produces the effects described above, or it can be used as a substitute component when crafting ***Ink***).

TACTICS

- **Evolved Verminoids** are much more aggressive than their younger counterparts and they spend their 6d6 hours of life looking for a large creature whose blood to suck, which they love feeding on.
- **Evolved Verminoids** usually attack from above, trying to grab smaller prey by aiming for the largest Location they can see, and begin to feed on them mid-flight, biting their Torso
- **Evolved Verminoids** flee whenever they suffer Severe Damage or one of their wings gets injured.

"Everything has its own weight and its proper value, which are established on the basis of the potential relative to its intended use; this value may well be commuted to other goods of equal value. Given the existence of this term of comparison, it goes without saying that everything has a price at which it's commonly considered ethical to exchange it, or sell it. For example, I would have no problem giving four of my many legs in order to get that power-generating Mecha-Suit you carry on your back, my dear..."

Negotiations by Al'Ib'Nhur, a merchant Verminoid of creative sophistry

System Points
43

Body	Reflexes	Mind
12	10	14

Physiology:
- **Head:** DL 13 Res: +2
- **Torso:** DL 8 Res: +2
- **Legs x8:** DL 13 Res: 0
- **Wings x4:** DL 11 Res: -3

Stats:
Speed: 8m (12m flying)
Height: 1,6-2,1m (**length:** 3,5-4m)
Weight: 100-150Kg
Load: 120Kg
Strength: +2

Equip:
-

Skills:
- **Perception:** +7
- **Climbing:** +9

Special Traits:
- Produce Mucus: when they move, Verminoids leave behind a trail of slime which makes them very easy to follow (+1d6 to Perception checks) and once per hour by spending 1 minute they can produce more, creating 1 Portion of Verminoid Slime (+1 per hour for each Portion of consumed Food , but their dietary requirements for that day will increase by the same amount).
- Vertigo Eyes: anyone who locks eyes with a Verminoid when it lowers its head will be struck with profound discomfort (resist NS 1d6 or targets become Distracted for as many Rounds as the point difference).
- Wing Dust: when it flaps its wings (spending 1 Action) or when it moves by flying, anyone within 3m will breathe in its poisonous spores (resist IS 1d6 or targets suffer a malus to Cool equal to the point difference, which also lasts for as many Rounds after targets leave the area).

Actions (2):
Attack (Bite AV 14) 1/6/11, Piercing 2, Strength: +2, hit targets suffer +1 Bleeding. The creature can only perform this Action once per Round and only on targets it's Grappling with.

Attack (Grapple AV 10+1 per leg still intact).

Reactions (2):
Dodge: +5

WANDERING OASIS

DESCRIPTION

Wandering Oasis are biped moving plants with large central bodies shaped like pitchers. These creatures are usually encountered in Materia's warmer areas and they're mostly peaceful; they evolved to be able to collect as much rainwater and dew as possible within their bodies in order to stay hydrated for long periods of time in the hostile environments where they grow, saving up this precious resource for dry seasons.

ECOLOGY

These vegetable creatures are mostly meek and hardly show any aggressive behaviors - even when attacked, they prefer to flee. Thanks to their docile nature they're often trained as pack animals, given their excellent load capacity and – above all – the safe source of water they guarantee.
In the wild, Wandering Oasis spend their time hidden amidst vegetation, where they're virtually indistinguishable from other plants. The greatest risk when approaching them is the possibility of running into one of the rare carnivorous specimens.

DIET

They feed through photosynthesis and gather various other nutrients from the water they consume, collecting it inside their bodies.

COMMON

DESCRIPTION

Common specimens are among Materia's most harmless creatures: they peacefully wait for rain and move around, sensing the subtlest meteorological changes. Coming across one or more of these creatures is considered a sign of good luck.

ECOLOGY

DIETARY REQUIREMENTS

1 Portion of *Water* every 3 days, and they must spend at least 1 hour in the sun every day.

INTELLECT

Non-sentient

ATTITUDE

Indifferent towards anyone who doesn't wish to destroy them or steal their water, in which case they flee.

ENVIRONMENT

Desert / Forest / Swamp, Herbalism DL 2d6+7, 10 hours.

RESOURCES/FOOD

4x Portions of *Fibers*, 3x of *Wood*.

TACTICS

- **Common Wandering Oasis** are easily trainable (Herbalism DL 3d6+4, 19 hours) and can be convinced to be ridden by giving them water (-1 DL per portion).
- **Common Wandering Oasis** spend their time hidden in the midst of other vegetation (Perception DL 2d6+8).

- **Common Wandering Oasis** sense bad weather coming 1d6x10 minutes in advance; when this happens they gain +1 Morale and spend their Actions to move towards the area they deem the rainiest.
- If attacked, **Common Wandering Oasis** flee, and only counterattack if they have no escape route, aiming for the Location that contains the most water (usually the Torso).

System Points
18

Body	Reflexes	Mind
10	10	1

Physiology:
- **Head:** DL 14 Res: -
- **Torso:** DL 9 Res: +2
- **Legs x2:** DL 11 Res: +2

Stats:
Speed: 8m
Height: 1,8-2,4m
Weight: 90-150Kg
Load: 80Kg
Strength: +0

Equip:
When encountered, the creature holds 2d6x Portions of *Water* inside its head, which can contain up to 30x Portions in total (it has a 1x1x1m space inside where other types of objects can be stored).

Skills:
- **Sneaking:** +4 (+8 in the vegetation)
- **Swimming:** +3
- **Climbing:** +2
- **Perception:** +6 (just to look for sources of water)

Special Traits:
- Hydroaffinity: Nestplants can't drown in water. Inside their Heads, which are their reservoirs, 1x Portion forms per day thanks to deposited dew (double the time for each degree of intensity of the external temperature above Medium).
  In addition, Nestplants perceive the surrounding world by detecting bodies of water, even those within animals, in a 30m radius.
- Vegetable Mind: the creature gains a +2d6 bonus to Mind when targeted by Interaction checks. Nestplants don't have an actual brain, so destroying their Head Location is not enough to kill them (however, doing so deprives them of their main source of food).

Actions (2):
Attack (Claws AV 11) 3/7/15, Piercing 2, if the attack hits, the creature gains an extra Attack against the same target as a Free Action.

Reactions (1):
Dodge: +5

Carnivore

Description

Some rare Wandering Oasis specimens evolved to feed on meat as well as water, despite having the exact same external appearance as their Common counterparts.
The vegetable container that they have in lieu of a head becomes a death trap for medium to small sized creatures: this reservoir is lined with a sugary, appetizing poison capable of temporarily halting the prey's vital functions.

Ecology

Dietary Requirements
1 Portion of *Water* every 3 days (alternatively 1 *Meat* every 7 days) and they must spend at least 1 hour in the sun every day.

Intellect
Non-sentient

Attitude
Indifferent towards anyone who doesn't wish to destroy them or steal their water, in which case they flee; only Hostile towards anyone who accidentally ends up inside their trap.

Environment
Desert / Forest / Swamp, Herbalism DL 3d6+7, 16 hours.

Resources/Food

5x Portions of *Fibers*, 3x of *Wood*, 1d6x Portions of Poison (Herbalism DL 3d6+5, 1 Action to extract one; works on contact exactly as described above, but it evaporates after just 1 minute. 5 minutes after the creature dies, its body will no longer have any poison to extract).

Tactics

- **Carnivorous Wandering Oasis** spend their time hidden amidst other vegetation (Perception DL 2d6+12) waiting for prey to end up inside of them.
- **Carnivorous Wandering Oasis** sense bad weather 1d6x10 minutes in advance. When this happens they gain +1 Morale.
- **Carnivorous Wandering Oasis** only attack to defend captured prey; if their SP drops below half or if their prey manages to escape, they flee.

"If you can't find an oasis, take one with you"

Dawn Pilgrims proverb

System Points 27

Body	Reflexes	Mind
11	10	1

Physiology:
- **Head**: DL 14 Res: -
- **Torso**: DL 9 Res: +2
- **Legs x2**: DL 11 Res: +2

Stats:
Speed: 8m
Height: 1,9-2,6m
Weight: 95-160Kg
Load: 80Kg
Strength: +1

Equip:
When encountered, the creature holds 2d6x Portions of *Water* inside its head, which can contain up to 30x Portions in total (it has a 1x1x1m space inside where other types of objects can be stored), 1d6-1x Portions of *Meat* and 1d6-1 Portions of *Bones* (everything will be drenched in its poison; see below).

Skills:
- **Sneaking**: +6 (+10 in the vegetation)
- **Swimming**: +3
- **Perception**: +8 (just to look for sources of water)
- **Climbing**: +4

Special Traits:
- Hydroaffinity: Nestplants can't drown in water. Inside their Heads, which are their reservoirs, 1x Portion forms per day thanks to deposited dew (double the time for each degree of intensity of the external temperature above Medium).
  Moreover, Nestplants perceive the surrounding world by detecting bodies of water, even those within animals, in a 30m radius.
- Vegetable Mind: the creature gains a +2d6 bonus to Mind when targeted by Interaction checks.
- Poisonous Trap: the inside of its hollow head gives off a strong sugary scent that easily attracts animals; whoever ends up inside it, either by mistake or voluntarily, will Grapple with the creature and suffer the effects of the dense poison contained in its reservoir for each Round spent inside it or in contact with it (resist IS 1d6 or targets end up Immobilized, or Stunned if the check fails by 5 or more). Dealing 1 Severe Damage to the Head creates a hole large enough for an imprisoned creature to escape.

Actions (2):
Attack (Claws AV 12) 2/7/14, Piercing 3, if the attack hits, the creature gains an extra Attack against the same target as a Free Action.

Attack (Grapple AV 15).

Reactions (1):
Dodge: +7

Whispers Elders

Description

These huge plants consist of an imposing central inflorescence which takes on a bizarre shape: an elderly humanoid face. This face can simulate facial expressions and emit low and mysterious sounds, it almost appears to move its mouth and articulate complex words.
In truth, this is a refined hunting technique: these carnivorous plants imitate a face to attract their victims and imprison them inside their trunks by using long tendrils that dart from the outer petals like tentacles to capture prey. Victims are laid in a peristome in the center of the body, where a sticky mucilage paralyzes them, even drowning creatures strong enough to try and break free. Deceiving prey in such a way is particularly effective against sentient or semi-sentient creatures; the unfortunate creature doesn't even have to interact directly with the face, getting close to it is enough to fall prey to the hidden tentacles. As if that weren't enough, the Whispers Elders emit pollen capable of inducing a mild hallucinogenic state in those who breathe it, making them more inclined to fall for their deceiving talking face.
When a Whispers Elder's flower is cut, the creature can grow another in 2d6 days, as long as it has a victim's body inside. Otherwise, the Whispers Elder is doomed to slowly wither and starve, letting out chilling moans which get more and more feeble day after day.

Ecology

These killer plants grow in Materia's most luxuriant areas, but they have great adaptive abilities. They're not completely static: after digesting an animal prey, they usually have enough energy to drag themselves to a different location using their fibrous tentacles. Moving around allows them to find victims more easily.
The faces they create with their petals are very realistic, and the sounds emitted by the vibrations of their internal pseudo-organs can reach an incredible degree of polish. In the case of older Whispers Elders, such calls sound like messages of infinite wisdom, or like glorious musical and poetic compositions. These plants have indeed learned to exploit developed beings' social habits as bait. Some legends, widespread especially among the Lemurites, claim that Whispers Elders can preserve pieces of their victims' memories and use these to further hone their deception abilities.
Despite having no particular properties, Whispers Elders dried flowers (Herbalism check) look truly impressive and are considered relics of moderate value. Some tribal cultures and many Oneirophants believe that these represent a portal to lost mystical knowledge, which they whisper in Dreams to their owner in exchange for seven drops of blood they smear on their lips before falling asleep.

Diet
They feed on captured prey left to decompose within their body.

Dietary Requirements
1x Portion of *Meat* every 10 days.

Intellect
Non-sentient

Attitude
Hostile towards everyone.

Environment
Forest / Coastal / Mountain / Swamp, Herbalism DL 5d6+11, 50 hours

Resources/Food

18x Portions of *Fibers*, 2x Tentacles (which count as *Ropes*), 2d6x Portions of Nectar (similar to *Glue*, although you can get 2x Portions of *Sugar* from each portion of Nectar by letting it dry).

Tactics

- **Whispers Elders** spend most of their time motionless, trying to attract possible prey by imitating the sounds of chants or voices.

- **Whispers Elders** target anyone stunned by pollen and anyone who came the closest to them first. If the plant has to choose its victim among multiple creatures, it favors the one that looks the most nutritious (that is, whoever has the highest ES score).
- When attacking with their tentacles, **Whispers Elders** always aim for the Location with the highest DL.
- When they have prey inside of them and they're not engaged in combat, **Whispers Elders** start using all their Actions to move.

"If you ever hear voices in the trees, pray that it's madness."

Lemurite Proverb

SYSTEM POINTS
66

BODY	REFLEXES	MIND
18	4	9

PHYSIOLOGY:
- **Bulb:** DL 6 Res: +7
- **Nucleus:** DL 10 Res: +0
- **Tentacles x 2:** DL 15 Res: +0

STATS:
Speed: 3m
Height: 5 - 6m
Weight: 180 - 230Kg
Load: 90Kg
Strength: +8

EQUIP:
The remains of the creature's victims can be found inside it: roll 1d6 to determine what is found.
1) Nothing **2)** *2d6x Portions of Bones* 3) *1 **Dagger** made of Metal* **4)** *1d6x Bones + 1 Precious Stone* **5)** *1x **Jewel*** **6)** *1x Portion of Bones, 1x **Trinket** + 1x **Small Shield** made of Metal.*

SKILLS:
- **Herbalism:** +9
- **Smelling:** +8

SPECIAL TRAITS:
- Huge: each Location must suffer 2 extra Damage per degree before moving on to the next degree.

- Hollow Shell: the external walls consist of layers of very resistant petals. If the Bulb Location suffers 1 Severe Damage, a leak will open and allow entrance to the internal area: the space inside is approximately 3x3x3m, and the walls are covered in a sort of sticky nectar. Accessing this area is the only way to see the Nucleus Location – a sort of vegetable cyst and the plant's only vital center.
  Anyone who enters the plant's internal area risks getting stuck in the mucilage (which halves the Speed, a successful DL 4d6 Body check is required to avoid getting Immobilized; each Round spent in this state targets also lose 1d6 SE and the plant recovers the same amount) which the plant will start producing at an extraordinary rate: the area fills up within 1 Round and, if there are no openings, anyone inside will begin to drown.
  The plant can only take Movement Actions when it's holding a prey inside.

- Imitating Sounds: the plant can imitate the languages and sounds of many animals, which it emits by blowing air into the opening corresponding to the humanoid face on its shell.
  Passing a DL 3d6+6 Herbalism/Empathy Check is required to realize the plant's true nature.

- Vegetable Mind: The creature gains a +1d6 bonus to Mind when targeted with Interaction checks and to resisting on NS.

- Pheromone Pollen: All organic creatures in a 8m radius breathe in the pollen the plant gives off, which causes mild hallucinations. The first time targets enter this area, they must Resist 2d6 SI or they'll start seeing the face come alive and take on more and more realistic features; victims become Stunned until someone spends their entire Turn freeing them from the plant's chemical influence.
  Another way to recover from being Stunned is through a shock, such as taking Damage.

ACTIONS (2):
Attack (Tentacles AV 19) 2/7/13, Strength +8, Reach 8m, when the attack successfully hits, targets are considered in Grapple; anyone targeted by the tentacles receives -1 Reactions against the creature for the rest of the Round.

Attack (Grapple AV 17).

REACTIONS (2):
The creature can use its Tentacles attack as a Reaction.

Among all of the incredible places I visited during my time on this planet, nothing is more sensational than the sight of a group of creatures organized in a functioning society. There are countless and incredibly diverse examples, each one worth of accurate description; nevertheless, I'll limit myself to outlining the ones a reader from my own time is most likely to encounter.

Arthropoid Hive

Arthropoids, as commonly known, live in enormous nest-colonies built with the use of chitin they themselves produce, the biggest of which can host several thousand specimens. These structures can span entire mountain sides, or extend throughout dark underground caverns or even be suspended over pleasant places at dizzying heights, depending on the ethnicity that inhabits them. Their typical architecture is characterized by cells built in repeated geometrical shapes that house single lowest ranking members (typically workers) of their caste-based society. The details on these traditional chitin formations are oddly reminiscent of biomechanical elements, almost as if the metallic structures instilled in their shells were ingrained in their DNA and reproduced instinctively.

The colonies usually revolve around the main activity that characterizes them: the production of war artifacts, food recovery and processing, catching and subjugation of a work force, tending to larvae and reproduction. For this latter activity a big chamber is usually set up, where captured prey hangs from the ceiling inside cocoons from which bodily fluids slowly drip down to the funnel-shaped floor, channeling them into a collection room for young larvae so they can be fed constantly but in a controlled way.

If the hive employs slaves from other species or arthropoid ethnicities to do heavy work or as a food reserve, these will be kept in specifically dug underground caves, far from the young and from the queen. The latter lives inside these hyper-efficient structures, in a reserved room where she's free to lay her eggs, choose her consorts and govern all other areas of the hive by spreading her pheromones through designated pipes. Because of this, the regal chamber is usually located at the top of the colony or at its exact center.

Queens are located at the heart of the hive for defensive reasons as well: reaching their location through violence or subterfuge is almost entirely a lost cause for outsiders. The whole structure is maze-like and deceiving, and it can span along huge territories; moreover, the eerie and claustrophobic tunnels the swarms use to move around are constantly filled with perfectly synchronized individuals so they never need to stop, and the tiniest interruption in their activities would easily get noticed and reported to the soldiers charged with defensive duties. The life of each specimen (I don't dare called them individuals) is in perfect harmony with the collective effort, making this type of society one of the most efficient on Materia, though this comes at the expense of personal freedom, which is completely overruled by the matriarch's pheromone law.

Quadripoid Caravan

Quadripoids, a rarely aggressive people of extremely peaceful temperament, never settle in one location too long, thus their communities are built so that they can be easily moved.

They mostly live in huts built from wood and cloth, each made up of four adjoining rooms each designated for the rest of one of the – traditionally – four members of any family unit. The fireplace lies at the middle, and its smoke is funneled outside through a sort of hood featuring an opening at its top. These structures are anchored to the ground with rope and temporary pegs, which aren't guaranteed to hold in case of bad weather, but it can be easily removed once it's time to move on.

Given their risible weight, the quadripoids' houses can be carried by an adult member on their strong back, though this people has often proved to be more creative than this: I have seen moving caravans placed on the back of huge pack animals, or on forestrider and megalitovori the quadripoids had formed a relationship of mutual survival with.

These displacements mostly happen when the community is faced with some danger, since they'd be easily ambushed due to their limited senses, or whenever the resources of a specific location are depleted. The mobile convoy is usually led by the keeper of the crystals and other elder members tasked with

tracing a path, while civilians travel safely in the middle and the production apparatus closes the line at the back, providing food and other resources to everyone; mercenaries hired for the occasion are usually in charge of defending the caravan.
Each quadripoid compound is characterized by a few key places. The main one is the big tent, placed at the center of villages, where rhapsodes well-versed in tribal chants perform each night to bring enjoyment and solace to other citizens as well as to travelers who choose to sleep there – a widespread tradition aimed at social bonding. Another commonly found structure is the watch beacon, where the keeper of the crystals acts as a sentinel to the entire community by overlooking it and using the properties of minerals they consider sacred to augment their senses. Finally, there's always a communal kitchen, a shared place where all members of the tribe hand in their prey, which are cooked and divided among everyone based on individual needs.

Mur caverns

Although they have a semblance of intellect, even by this planet's standards the civilization developed by the Mur people is still stuck at a primitive state. This unique species burrows in the depths of the earth, being perfectly adapted to the dark but not to direct sunlight, and here it continuously digs underground tunnels, not stopping even in front of the hardest of rock; they settle in huge underground caves – which they choose for their sources of water or water infiltrations, and thus feature many stalactites and stalagmites – divided into groups of no more than a hundred individuals. Since they're not particularly well versed in arts or crafting, they don't allocate any areas for these activities, which are performed in the communal open spaces of these huge subterranean caverns. On the other hand, specific places are reserved to the Mur'lak – spiritist shamans who guide such communities – who mainly live ascetically, spending most of their time inside cages hanging from the ceiling.
This is what I've been able to see about the Mur way of life, as they are timid and untrusting creatures. However, many accounts I've come across speak of other distinctive places, such as vertical vegetable gardens, where roots and tuber crops emerge from the ceiling of their shelters and are tended to upside down; some even went as far as describing their dark ritualistic pits, places where the dying members' bodies get amassed so they can be merged in the monstrous beings called Mur'ghal, which are summoned when needed.
Little else is known about these societies of the depths, hard to contact and bashful towards the surface population, and this aches me since it seems to me their traditions have a massive cultural potential. However reaching them usually means venturing in places filled with natural perils, and risking being mistaken for one of the countless predators of the underground who constantly threaten such communities; the strategy they employ for defense, which got dozens of unwitting travelers killed, is to cause precise structural collapses or quickly open new paths in order to entrap those poor souls they believe to be a threat and make them go around in circles, until they eventually starve to death.

Multiethnic city

The most widespread communities on Materia often include a cultural and ethnic mix unheard of throughout the universal history of the planet, at least according to the data recorded on the Ubernet I have access to and on which I rely; these residential areas house different species, enriching them with their own diverse architectural styles, artistic and artisanal creations and the pleasant smells of their ethnic cuisine, while also – in the happiest scenarios – working together for the community's progress.
Therefore, it's hard to outline a common profile for these unique urban centers, frequently characterized by a strategic location in regards to the dangers the planet's macrofauna poses. Elsewhere on these walls I've mentioned the most notable examples: Strata, the multi-level megalopolis built inside an ancient human structure and governed by a well structured federation; Umbral, a commercial hub lit by bioluminescent fungi and located inside a narrow crevice within the earth; Last Hermitage, a hanging city built on the protruding rock spur of a mountain cliff, overlooking an incredibly deep canyon. Within such cities you may find any kind of business, individual or activity: some neighborhoods are dedicated to commerce, some to crafting and others to li-

vestock and farming, while residential zones are usually surrounded by entertainment venues such as open air theaters, taverns, brothels, squares and arenas. Those who come to these inseparable mixed cultures places often do so to gather information, obtain equipment or find someone; a surveillance system is almost always in place and financed by the city's population. Rhapsodes and priests of the Living are welcome in these urban centers and keep a sort of communications channel among the different civilized societies of the planet.

Neurofungi colony

No civilization is as alien as the Neurofungi's. These creatures' intellect is difficult to interpret, given their nonexistent communication skills, yet they are able to infest and control the minds of other living beings; this species is opportunistic by nature and tyrannical by instinct, though it can't be defined as evil or selfish, since ideas like morality or individuality are concepts they can't fathom.

These awful infesting creatures' communities grow uncontrollably, and if they're not stopped and eradicated no obstacles can hinder their advance, since they can survive even within the harshest environments. Usually, they infest areas which are already inhabited by other creatures, taking over the most useful specimen to have them carry out heavy work, or tasks that the fungi species' morphology won't let them fulfill on their own.

The places where they settle are slowly covered in a thickening layer of spores which, in time, will only let show the vague shape of the preexisting objects and environment: the first fungi will then grow on these surfaces, and the more evolved among them will break away from the soil to join the colony in its continuous expansion effort.

They don't produce artisanal or artistic work of any kind, at least as far as we know; if they do, it's so incomprehensible to us that we've never heard of it. Oddly, a rhapsode once composed an interpretive dance that narrated of these Neurofungi who, by utilizing the manual skills of a Lemurite people they'd subjugated, started construction on a huge machine to leave the planet – however, my programming won't let me consider this literary work as a trustworthy source, even when taking into account the later revealed news that the rhapsode had actually been contaminated with a bizarre variant of the fungi infection himself. Aside from reproducing in order to increase their numbers and infect new territories, the only other trait worth mentioning in regards to their social structure is the protection of the supreme Neurofungus, who is usually stationary and grows in a highly electromagnetic area, or directly in the areas surrounding generators dating back to the ancient human empire, such as those usually found in ancient shrines.

Wherever Neurofungi go, vegetation stops growing, other fungi or infesting species are usually wiped out with ease and all the land resources get depleted or quickly infected: some wonder if the cold perfection of these perfect self-replicating empires is indeed a sign of evolutionary superiority, however many others highly doubt their relentless advance is the solution for survival on a dying world like Materia. The priests of the Living are often torn when it comes to hindering Neurofungi, since their actions usually don't violate any tradition norm: what they do, they do to survive and they tend not to kill sentient beings, rather taking control over them and employing them for what could very well be, from their perspective, the greater good.

Squamata nest

The Squamata's is one of the most mysterious cultures on Materia, and their nests are emblematic of this secrecy. No other species are ever invited inside these hidden compounds. Except for the nest they're born in and those where the individual is summoned to during their life – if worthy – for reproductive purposes, the location and structure of the different nests is known only to the most important members of the different tribes.

If indeed there are no known urban centers, villages or cities built and inhabited solely by Squamata, it is however true that during their reproduction rites Squamatas usually gather in great numbers in preset places they call nests: these places are mostly dug inside rocks, and hard to locate. For example, I found traces of an ancient nest now abandoned behind a crack that opened like a funnel inside a rock wall, using a natural cave that formed under a pile of monolith stones, on the bottom of a sinkhole through which the flexible Squamata bodies alone could easily descend. In spite of all these precautions, the fact that I managed to reach it

probably proves the nest was eventually abandoned because they didn't consider it to be safe enough. However, I was able to gather some more information from some squamata I gained the trust of – an arduous feat in and of itself – and so I can repeat what they told me, fully aware that their accounts may be unreliable, exaggerated or altered.

When entering a nest, I'm told, one is easily astounded: finely engraved columns, patios and domes are carved directly into the location's stones, which are left in their original position, giving the idea that these monuments of incomparable architectural value spontaneously emerged from them. The occupied area looks like a huge parvis – there are no actual houses, since the place is dedicated to religious functions. Nests look like beautiful stone gardens, frequently including gushing fountains or ponds of clear water where people set up different pop-up markets each time. There, artists perform and basic social functions are conducted, such as courting – a ritual of the utmost social and cultural interest, about which however I never got to gather precise information from my sources.

The nest's splendor culminates in a huge staircase that leads to a temple entrance usually carved into a rock wall, and inside it resides the head brooder, guarding the precious clutch of eggs chosen to perpetuate the lineage. The head brooder, indeed, is the only one who permanently dwells in the nest, except for their personal guard and the babies they care for before sending them into the world. From that same staircase, at the peak of some ritual paroxysm, the head brooder will announce the start of the orgiastic rituals that see these reptile-like beings mating for days in every corner of these hidden citadels.

It's not unusual for technological wonders to get displayed and employed to inspire more amazement in those who visit a specific nest for the first time: since these are places where the squamata people gather to share their knowledge, trying to build new bonds and progress on the planetary social hierarchy, it's not rare to see some of them building odd electrical instruments for lighting or heating purposes, reactivating holographic engines that had been shut down for millennia, employing mechanized panels or automated walkways to move around.

But this, as I previously mentioned, is just a tale I've been told. No one not belonging to their species is allowed inside these sacred places, and actually not even squamata themselves are allowed inside unless the head brooder summons the tribe or they're needed for special tasks. Nevertheless, each squamata you meet will readily swear that their nests are the unparalleled peak of civilization and culture on Materia.

Lemurite woodland village

You'll hear many people call lemurites less than flattering names, due to their extroverted and excessively curious disposition; however, their innate intelligence led them to build villages featuring unique characteristics. Lemurites tend to use the tallest woodmushrooms to set huts, which are traditionally assembled using hides and branches, beneath their huge caps where they can safely live away from both flying predators and predators that crawl on the ground.

Their villages usually extend over several mushrooms, connected by a system of walkways and ropes, which these agile primates maneuver expertly; a small settlement can range from 30 to 100 hanging huts, while bigger ones can count up to a thousand individuals or more.

Among notable buildings, I've always noted the presence of several communal halls designated to the tanning of hides, while others are nurseries for babies where heroic nannies work, trying in vain to contain the hyperactivity that characterizes lemurites from a very early age.

Each village is equipped with several guard posts; some members spend their time surveying the horizon during the day – when the group is most vulnerable, since they're mostly nocturnal creatures – in order to catch sight of any dangers. These places are always built in privileged locations that account for air currents, so should anything threaten the community the wind would carry any olfactory traces to the sentinels, and from their spot they'd proceed to spread the danger pheromones emitted from their perineal glands.

You'll hardly encounter creatures from other ethnicities in a lemurite village, and for good reason: firstly, though these small and ingenious bipeds are incredibly hospitable and have a sunny disposition, almost no one can adapt to their characteristic smell; and either way, even for those like me who don't have a sense of smell, believe me: living with creatures that are that curious and have no sense of privacy or decency is terribly hard. In the unlikely case that a creature with such a high tolerance exists on Materia, they'd still have to adapt to daily crossing lots of unstable and precarious structures hanging dozens of meters off the ground, structures built for creatures of limited weight, equipped with four prehensile limbs and, most of all, completely reckless in the face of the constant danger of falling down.

CHAPTER 3 - PERSONALITY

Or those who inhabit the dreams of many

3.1 Personalities of Materia

So far you got to know Materia's living beings and their typical behaviors species by species, as well as the accurate description of their physiology. In this chapter you will have the opportunity to get to know some of the most famous characters that your PCs may encounter during their adventures.

You will meet unbeatable warriors, greedy merchants, transcendent mystics, wandering artists and legendary craftsmen; their deeds or their works are widely known throughout the planet, narrated by the Rhapsodes in their immortal songs. Be it heroic deeds or infamous crimes, their memory will not be buried by the sands of time.

So use these unique NPCs as antagonists, helpers, or supporting actors in your adventures. Take care and bring out their fame, respect their character and their ambitions, so as to leave your players the vivid memory of these unmistakable personalities.

"Qlippoth came and brought along the most ominous omens; but the beasts in the southern jungles had been agitated for many cycles now for far more disturbing reasons.

Something great, ancient and terrible was awakening.

The cubs cried incessantly in their cribs and their mothers cried as they prepared to leave their nests, shelters or homes; Materia itself seemed to be in the process of unraveling.

*Large cracks opened on the ground, the weather events became more and more extreme and unpredictable day by day as well as the temperature variations: **Sna'Pat**, the curious wandering Lemurite, had already left the village, while a flying Squamata rhapsode arrived from east announcing that Bathrak's omens turned out to be dark and disturbing.*

Nobody was wasting time, but everyone was perfectly conscious and resigned as if the end of everything was something that had always been imminent in their lives. Many confided that they were living a dream and carried out extreme acts then, their motivations we will never know if not in another life.

The Four of Destiny *were no more, the trust that many had in them to solve large-scale issues melted when the rumor of their death began to spread: the era of heroes was over with them. News from the city of Strata reported its imminent closure and that the council of the rulers on its many levels was about to implement a final drastic defensive measure; the **Prophets of Disaster** sang joyfully tearing their flesh in the streets prospecting the imminent eschatological event.*

Few could even remotely imagine what was happening; the veil had fallen, the protective screen that our distant and wretched fathers raised to protect our first and dying parent, the Great Destroyer, was shattered.

The boundaries between the worlds would no longer be defined by waking and dreaming now that something else was coming, something extremely distant, something quite different from everything we knew back then, something capable of ending civilizations, empires, entire worlds and galaxies with its weapons made of inexplicable concepts... "

AMMAAR THE HISSER

DESCRIPTION

You may meet individuals willing to put their skills and even their lives on the line to earn a meal pretty much everywhere on Materia. Among these Ammar, a big Squamata with powerful muscles, is widely known for his many services that he can guarantee: in addition to being a skilled fighting expert mastering many types of weapons (according to him, "there is no weapon in the world with which he has not killed at least once "), boasts of knowing how to handle poisons better than anyone else, of knowing how to build luck traps, of knowing the best and safest passages in almost every place as well as having beaten a Hook Predator using his tail only.
Each scar on his body is accompanied by a story, epic exploits often seasoned with incredible details that he loves to tell anyone who can handle his boisterous company and his braggart way. This clumsy and talkative attitude makes him a shame to many of his kind.
His manners are rather crude and his sense of beauty leaves much to be desired, he does not look favorably on any organization of a religious nature and avoids wasting time in all matters of an abstract order. In order to secure his services, one just need to look in the most populated places of entertainment (where he loves to spend his time between missions) or spread the word among the Rhapsodes and be sure to see him appear after a few days.

The fees for his services are as follows (half of the payment is required in advance):

- **Security for 1 day**: 2x Food / Resources / Common Artifacts (+1 per person)
- **Transport**: 2x Food / Resources / Common Artifacts +1 per travel day
- **Murder**: 1x Uncommon Food / Resources / Artifacts per degree of Danger
- **Search**: 2x Common Foods / Resources / Artifacts per degree of Rarity of the searched item

DIETARY REQUIREMENTS
1 Portion di *Water* and 1 of any Food every day.

INTELLECT
Sentient

ATTITUDE
Indifferent towards anyone, Friendly towards whoever pays him and Hostile towards whoever interferes or hinders him in carrying out the mission for which he is paid.

ENVIRONMENT
Forest / Coastal / Mountain / Swamp / Plains, Animals DL 2d6+13, 19 hours.

RESOURCES/FOOD

4x Portions of *White Meat*, 4x Portions of *Bones*, 4x Portions of *Scales*.

TACTICS

- **Ammaar** is quite peaceful and loves every kind of vice very much, he becomes aggressive only with those who question his stories or those who oppose a mission for which he is paid.
- **Ammaar** always attacks targeting the limbs of his opponents

"... they were at least twice the number of the toes of a paw ... three times, if we consider the young too, and we know how dangerous Arthropoid larvae can be with those insatiable jaws! Listen: I was standing there, on a ledge with a sack full of dripping golden nectar, just after pissing off the queen, while the whole hive was buzzing furiously behind my scaly shoulders. It was then that I decided to turn around to grab one by the throat and jump myself into the void dragging it along with me. How could I know he could extend a pair of wings and save us both from certain death? Ammaar calculated everything, my dudes! Ahahah ... "

using ranged weapons in order to disarm them, or aiming at vital locations when reached in close combat.

- **Ammaar**, if he has time before a fight, prepares by sprinkling his weapons with poison and placing traps on the battleground; he only runs away whenever he loses half or more of his SPs but in order to regroup only.
- **Ammaar** would never betray a pact signed by a payment ... unless you convince him by offering at least twice the current payment!

System Points 60

Body	Reflexes	Mind
14	14	9

Physiology:

- **Head**: DL 15 Res: +2
- **Torso**: DL 10 Res: +2
- **Arms x2**: DL 12 Res: +2
- **Legs x2**: DL 12 Res: +2
- **Tail**: DL 12 Res: +2

Stats:

Speed: 9m
Height: 2m
Weight: 120Kg
Load: 120Kg
Strength: +4

Equip:

1x *Bag*, 1d6x *Ground Leeches*, 1x *Venerin*, 1d6x *Nightmare Spear*, 1x *Insetto Bruciante*, 1d6x *Sweetgrass*, 1x *Backpack*, 1x *Bolas*, 1x *Machete*, 1x *Ray Pistol*, 1x *Halberd*, 1x *Ax*, 1d6x *Javelin*, 4x *Composite Armor*, 1x *Heavy Armor*, 1d6x *Torch*, 1d6x *Lenitive Ointment*, 1x *Lantern*, 1d6x *White Meat* (dried), 1x *Trap*, 1x *Container* containing *Water*.

Skills:

- **Animals**: +3
- **Herbalism**: +3
- **Sneak**: +4
- **Medicine**: +2
- **Swimming**: +4
- **Perception**: +5
- **Climbing**: +5
- Has a +1d6 Bonus with every Weapon Skill

Special Traits:

- **Cold Blooded**: consider all effects of temperatures higher than Normal 1 degree lower and temperatures below Normal further 1 degree lower. All Interaction: Empathy checks made targeting him suffer a -1d6 penalty.
- **Chemoreceptors**: he can accurately detect any odor in a 50m radius area and gains a + 1d6 bonus on Perception:-Smelling checks.
- **Dedicated to Engagement**: he gains a + 2d6 bonus resisting on SN and against all Interaction checks aimed at making him deviate from completing the mission for which he was hired.
- **Survival Expert**: Spends half the time in hunting, finding trials and building emergency shelters; he is not slowed down by difficult terrain or bad weather.

Actions (3):

Attack (Claws AV 16) 2/7/14, Strength: +4

Attack (Bite AV 16) 2/6/11, Strength: +4, automatically grapples and inflicts +1 Infection.

Attack (Tail AV 17) 3/7/14 Strength: +4, Reach 2m, if it hits Lands the target.

Attack (Grapple AV 18).

Attack (Weapon AV 14 + 1d6) when he hits using a weapon he can spend a Reaction and immediately perform an Attack using a different Weapon.

Reactions (2):

Dodge: +6

Parry: +8

Dampen the blow: by spending 1 Reaction he can decrease the amount of received damage by 1 degree.

BATHRAK THE OMNIPHAGUS

Description

One of the best known sorcerers on Materia is this fat hermit Squamata, who lives hidden in a swamp populated by all kinds of monsters and bizarre natural phenomena. His appearance, according to the few who managed to return intact after a visit, resembles that of an immense batrachian dressed in bone jewelry and covered with thick layers of paint portraying intricate esoteric motifs on his body.
It is said that he spontaneously embarked on the path of bio-shamanism, starting to ingest everything to try new tastes, new sensations and little by little using his own huge intestine to analyze the world around him. Many would like to be able to turn to Bathrak to obtain predictions, auspices or to simply learn his own art from him, but reaching his level of ascension (and above all being able to physically find him while staying alive) is still a task unmatched by anyone.
The gossips, like the Rhapsodes' which paint him as a dangerous being, tell that those who reached him never got back because they have been torn apart by Bathrak himself, but the few followers who truly met him report of a great sage of few words, capable of motionless meditation for hours but also knowing the most hidden secrets of the planet.

Dietary Requirements
2 Portions of *Water* and 3 of any Food every day.

Intellect
Sentient

Attitude
Indifferent towards everyone, Available towards anyone who manages to reach him and shows to be willing to pass his tests.

Environment
Swamp, Animals DL 5d6+10, 24 hours.

Resources/Food

8x Portions of *White Meat*, 6x Portions of *Bones*, 6x Portions of *Scales*.

Tactics

- **Bathrak** spends his time under the waters surrounding a very small islet (Perception DL 3d6 + 5), which features a very deep and eddy-ridden seabed around it (Swim DL 4d6 or push 1m underwater per point of difference).
- **Bathrak** is usually very quiet and thoughtful and it always takes him several minutes to start talking to a stranger; anyone who reach him bringing a Rare or Unique Food as a gift (and without dying) is however worthy of asking him a single question, which will be answered within the limits of his knowledge or what he can learn by swallowing any clues.
- **Bathrak** never breaks down, but if he gets involved in a fight and finds himself getting the worst of it, he dives into the water and escapes trying to push his assailants into the various lethal dangers that his swamp features.

"-Croooak-
What an awful taste! A dagger with a -croooak- flavor of death; but more than that, if I were you - croooak- I would worry about the betrayal aftertaste it has ... "

System Points
42

Body	Reflexes	Mind
13	8	17

Physiology:
- **Head:** DL 14 Res: +1
- **Torso:** DL 9 Res: +1
- **Arms x2:** DL 11 Res: +1
- **Legs x2:** DL 11 Res: +1
- **Tail:** DL 11 Res: +1

Stats:
Speed: 6m (9m swimming)
Height: 2,3m
Weight: 270Kg
Load: 70Kg
Strength: +3

Equip:
2d6x *Trinkets*, 2d6x *Bones*, 1d6x *Cloth*, 1x *Hallucijuice*, 1x *Devil's Hickory*, 1d6x *Bright Goo*, 1d6x *Eggs*, 1x *Sorceror's Fungus*, 1x *Firedust*, 1d6x *Smoke Canister*, 1d6x *Ink*

Skills:
- **Esoterica:** +9
- **Meditation:** +7
- **Swimming:** +9
- **Jumping:** +3
- **Perception:** +6

Special Traits:
- Cold Blooded: he considers all the effects of temperatures higher than Normal 1 degree lower and lower than Normal temperatures further 1 degree lower. All Interaction: Empathy checks targeting him suffer a -1d6 penalty.

- Acid secretions: any object that comes into contact with his skin receives 1 Light Damage and one more at the beginning of each Round in which he maintains contact. In addition, this surface viscosity also grants him a + 2d6 bonus on Brawl checks made to free himself from it.

- Amphibian: he can breathe underwater for 1 hour before starting to choke and receives a + 1d6 bonus on Initiative when submerged.

- Corpulent: each of his Locations must suffer one more Damage per rank before moving on to the next and gains a + 1d6 bonus to resist on IS.

- Disdainful Gaze: anyone attacking him suffers a cumulative -1d6 Morale penalty and Bathrak is treated as if Waiting in their regards.

Actions (1):
Attack (Bite AV 15) 3/7/13, Strength: +3, automatically grapples and using an Action or Reaction can swallow anyone no bigger than him, dealing 1 Light Damage by crushing on each Location immediately and 1d6 Light Damage by acid on each Location at the start of each of its Turns due to gastric juices.
Whoever is inside is also Immobilized and all they can do is try to get out by passing a contested Brawl check that will cause them to be rejected.

Bathrak obtains information regarding an ingested body for each Round it spends in his stomach.

Attack (Grapple AV 13) he gains a + 2d6 bonus to counter a swallowed prey attempting to escape or with its tongue.

Attack (Tongue AV 16), Reach 4m, if it hits a target smaller than himself he grabs it and then using a Reaction he can retract it directly into its jaws and swallow it (see above).

Reactions (1):
Dodge: +4

DARKWOOD

Description

Once known as Sweetwood, it was a famous member of an adventuring party known everywhere for its deeds, the Destiny's Four.
It is said that the Four were not afraid of anything and that they visited every Materia's ravine, making alliances with the most distant of kingdoms and making war on usurpers and tyrants; their latest known deeds suggest that they all died in an epochal clash with the Prime Spore, head of the Cult of the Infestation. However a presence, a specter perhaps, keeps on haunting the places they used to frequent and swear revenge on the ruthless mushrooms.
Thus the legend of Darkwood was born.
Indeed the Shrub belonging to the Destiny's Four is the only survivor of the group, although he profoundly changed: he goes out exclusively at night, avoiding everyone, and just like a shadow it infiltrates camps to take what he needs and carries on its crusade against the cult.
His character is dark and melancholic, shy and nowadays totally unaccustomed to social contacts: commonly it is him who contacts those who can help or hinder him on one of his missions rather than the other way around, as during the day he is able to disappear by sheltering underground.

Dietary Requirements

1 Portion di *Water* (or he can plant roots and absorb nutrients from the soil for 4 hours, spoiling a 100m radius area of nutritive elements) but he does not need to be in the sun like many other shrubs do.

Intellect

Sentient

Attitude

Displeased towards everyone and Hostile towards Neurofungi or those who are infested with them.

Environment

Forest / Coastal / Swamp / Plains / Mountain, Animals DL 3d6+17, 24 hours.

Resources/Food

6x Portions of *Wood*, 4x of *Fibers*.

Tactics

- **Darkwood** is a loner who only gets out at night, while during the day he stays buried in well-protected places; he hardly asks anyone for help and prefers to threaten than to use kindness when he needs something.
- **Darkwood** tends to stay hidden in the dark when he wants to strike (Perception DL 2d6 + 12) and prefers to capture his targets himself and then take them away in the dark, often covering his trail with a smoke screen.
- **Darkwood** basically has a good soul, he was just shocked by the loss of his companions; by passing an Interaction check with a + 1d6 malus on the DL it is possible to leverage his good feelings and convince him to cooperate, provided that this is done for the same purposes he and his old party pursued.

System Points
55

Body	Reflexes	Mind
19	12	10

Physiology:
- **Head:** DL 15 Res: +4
- **Corpo:** DL 10 Res: +4
- **Arms x2:** DL 12 Res: +4
- **Legs x2:** DL 12 Res: +4

Stats:
Speed: 10m
Height: 2,2m
Weight: 100Kg
Load: 90Kg
Strength: +9

Equip:
1x ***Worldmask*** (Death), 1x ***Cloak***, 1d6x ***Containers***, 1d6x ***Healing Sap***, 1d6x ***Firedust***, 1x ***Blowpipe***, 1d6x ***Nightmare Spear***, 1x ***Biological Destroyer*** (Mushrooms), 1d6x ***Hi-tech tools***, 2d6x ***Smoke Canister***, 1x ***Work of Art*** (portrait of the Four of Destiny).

Skills:
- **Ranged Weapons:** +4
- **Electronics:** +4
- **Herbalism:** +4
- **Sneak:** +5
- **Perception:** +3
- **Brawling:** +6
- **Climbing:** +9

Special Traits:
- Plant Mind: he gains a + 1d6 bonus on Mind when targeted by Interaction checks.

- Plant: he is immune to viruses, poisons, infections and anything that only affects animals.

- Shadow Spore: he is infested with a unique fungal life form that makes exposing to sunlight harmful for him (he suffers 1 Light Damage on each Location for every 1d6 Round of direct exposure), but allows him to perfectly see in the dark and grants him a + 1d6 bonus on Hide checks in any light condition lower than Normal.
  Not even the Biological Destroyer can eradicate this fungus.

Actions (3):
Attack (Punch AV 18) Damage 2/7/15, Strength: +9, whoever is hit is automatically considered in a Grapple, for each SP spent he can increase his reach by 1m and by using 1 Reaction he can then retract the arm holding the captured prey. A grappled target is also Immobilized by expanding tendrils.

Toss: a grappled target can be tossed at a distance of 1d6m per point of difference if he succeeds in a Grapple check against the target.

Attack (Blowpipe AV 16) usually uses Nightmare Spear poison on darts.

Attack (Grapple AV 25).

Reactions (2):
Dodge: +10

Self Burying: he is able to enclose himself in a pod by sinking into the ground at a 3d6m depth; it will take 1d6 rounds to get out of it.

"Everyone who has seen them remembers them perfectly; Primus the Starchild, Sweetwood, Unit J99, Jammaal the Honest; they were the Destiny's Four and nothing was impossible for them.
Wherever they went they brought hope and justice, there was no wrong that they did not right as they passed by; the few who had the honor of witnessing their fights will have stories to tell for years!
But the haunting horde took no pity on them, and the worst fate undoubtedly happened to those who live in the guilt of surviving it..."

IKARR CROOKEDEYE

Description

Final Hermitage is a small settlement perched along the walls of a very deep canyon, a unique position that has granted it protection from the larger life forms that live "on the surface", as they say down there. Among its inhabitants, Ikarr is undoubtedly one of the most extravagant, known by all for his eccentricity and intelligence that often leads him into trouble.
Ikarr is a Clone suffering from unilateral strabismus, and was welcomed in Final Hermitage along with many other renegades from different companies. To date, he is the only mammal to have flown to the base of the canyon: he is an inventor capable of assembling the most disparate scraps and reassembling them in weird shapes to give life to unique tools, such as the glider that allowed him to glide underneath the astonished eyes of his fellow villagers.
He lives on the side of the roads by his own choice, he does not pay much attention to hygiene (especially when thinking about a new invention) and usually buries his possessions in strategic positions known to him only and protected by tactically placed traps.
Few people know that he took refuge in Final Hermitage because he was sought by a group of Priests of the Living who are looking for him for a series of notes considered blasphemous, which could put the whole world at risk. In fact, he himself struggles to decipher that information, written during moments of sleepwalking.
Ikarr is very well liked in Final Hermitage and his bizarre machines help the locals with every little day-to-day task, so he can use the protection of local authorities and natural barriers to stay out of trouble and take care for what he really cares: hoarding scrap to build new things.

Dietary Requirements
1 Portion of *Water* and 1 of any Food every day.

Intellect
Sentient

Attitude
Accommodating towards those who give him scrap or food when he is hungry, Friendly towards those who propose new projects.

Environment
Desert / Mountain / Plains, Animals DL 8d6, 20 hours.

Resources/Food

3x Portions of *White Meat*, 3x Portions of *Bones*, 3x Portions of *Hides*.

Tactics

- **Ikarr** lives in the open, trusting in the protection of Final Hermitage guards and the benevolence of his fellow citizens, but he always cares to surround himself with alarm traps that wake him up in case someone wants to disturb him (Observation DL 3d6 + 3).
- **Ikarr** is not a fool, and whether someone wants to fight him he starts running away towards his shelters, where he keeps various defense equipment. He will try to get to crowded places where he can be helped, while trying to make his attackers fall into his traps.
- **Ikarr** will never reveal the contents of the books he is writing in his sleep, also because he himself does not fully understand the code with which he does so or their meaning, but he will be kind to anyone who offers him an attractive engineering challenge and gains his trust; if so it will eventually be possible to witness one of his sleepwalking event.

"Of course it is possible!

I think I can increase or decrease the intensity of the Great Destroyer's light, while also artificially lowering the temperature at the same time, if you give me a few days to study the project and recover some junk...

Do you have a photon beams activated atomic spin inverter?

Mmmh...

No, I don't know what it is but I know I should need it... "

System Points 26

Body	Reflexes	Mind
8	11	16

Physiology:

- **Head:** DL 15 Res: +0
- **Torso:** DL 10 Res: +0
- **Arms x2:** DL 12 Res: +0
- **Legs x2:** DL 12 Res: +0

Stats:

Speed: 8m
Height: 1,5m
Weight: 66Kg
Load: 40Kg
Strength: +0

Equip:

1x ***Backpack***, 1x ***Book*** (with various notes), 1d6x ***Zik-zik***, 1d6x ***Simple Metal***, 1d6x ***Tool***, 1x ***Iso-detector***, 1x Hi-tech ***Glasses*** (allows him to see in any light condition), 1x ***Stunner*** (kept inside a glove), 1x ***Glider*** (resealable, fits in the backpack), 1x ***Hi-tech tool*** (blowtorch).

He also owns various goods scattered here and there in 5 buried piles (Perception DL 4d6 + 7 to find them) and protected by Traps (two per pile and should be treated like Grenades that explode if they are stepped on):
*2d6x **Simple Metal**, 2d6x **Chemicals**, 1d6x **Precious Stones**, 1d6x **Hi-tech tools**, 1d6x **Metal Alloy**, 1d6x **Precious Metal**, 1x **Rocket Launcher**, 1x **Starmetal**, 1d6x **Computer**, 1x **Fusion Engine** (with 1 Severe Damage), 1x **Rover** (with 1 Severe Damage), 1x **Universal Printer** (with 1 Severe Damage), 5x **Books** (containing notes for the building of a Mechanical Hydra if joined and deciphered Writing DL 8d6).*

Skills:

- **Electronics:** +2d6 (he doesn't know he has this Skill)
- **Carpentry:** +4
- **Sneak:** +5
- **Engineering:** +8
- **Investigation:** +6
- **Metallurgy:** +4

Special Traits:

- **Worn Connections:** he takes twice as long to create a connection with a Mecha-Suit or any electronic device.

- **Innate Creativity:** he can interact with any mechanical or electronic device, even if he is not always aware of what he is doing (they are dormant capacities installed through genetic engineering); the duration of any Craft check is divided by 1d6 each time.

Actions (3):

Attack (Punch AV 11) 3/8/15.

Reactions (1):

Dodge: +6 (after dodging he takes a Move action).

IRE-AMA, MOONSINGER

Description

It is said that she was born in an immense Arthropoid colony and that she was destined to become a worker like many others, involved in the production of silk; but one day her intricate cobwebs, quilted with stories and complex geometric patterns, enchanted the attention of the Queen herself. Her performances were spectacles that could send the viewers into some sort of mystical trance; one day something changed and Ire-Ama started developing the typical feminine traits featured by queens and to emit the corresponding hormones.
Ire-Ama, in her immense wisdom, knew that this would only lead to death and division within her people, so she decided to move away in order to continue on her path; she still today is one of the few Arthropoids respected by different populations. She has never been sentenced to death for leaving the hive, as tradition would have.
Ire-Ama is one of Materia's most famous Rhapsodes, she performs all kinds of art and lives isolated in a stony desert surrounded by her flock, big Strigopendras who responded to her hormonal emission and to the esoteric messages which are part of her creations.

Dietary Requirements
1 Portion of *Water* and 2 of any animal Food every day.

Intellect
Sentient

Attitude
Indifferent towards anyone, Available towards anyone who passes an Art test with DL 4d6 + 10; Hostile towards anyone who, entering her territory, ruins one of her works.

Environment
Desert, Animals DL 4d6+13, 22 hours.

Resources/Food

6x Portions of *White Meat*, 6x Portions of *Carapace*.

Tactics

- **Ire-Ama** lives in a desert strewn with tall rock formations decorated with her cobwebs, which she uses as traps (Perception DL 3d6 + 6 or gets entangled).
- **Ire-Ama** protects her rock labyrinth with 2x trained Lesser Strigopendres who defend her at all costs; by deciphering the inscriptions carved by the latter and on the cobwebs woven in the area only it is possible to find the way to reach Ire-Ama (Figurative arts / Esoterica DL 4d6 + 10).
- **Ire-Ama** when confronted uses her songs first while trying to keep her opponents at bay with her cobweb.
- **Ire-Ama** if reduced to less than half her SP or if she takes Severe Damage, she uses a Reaction to summon a Greater Strigopendra that will come out from under the sands as the Lesser ones flee.

"Sixteen times sixteen threads between my fingers I will weave
When the vibrating winds of the west
will bring new sound to these fabrics
Sixteen more times sixteen I'll pass over the old knots
And all the correlations will be clear and distinct
Like a fabric of symbols to be deciphered"

From the "Song of the cosmic tailors"

SYSTEM POINTS
40

BODY	REFLEXES	MIND
10	17	13

PHYSIOLOGY:

- **Head:** DL 14 Res: +2
- **Torso:** DL 9 Res: +2
- **Arms x6:** DL 11 Res: +2
- **Legs x2:** DL 11 Res: +2

STATS:

Speed: 9m
Height: 1,7m
Weight: 60Kg
Load: 50Kg
Strength: +0

EQUIP:

2d6x ***Trinkets***, 1x ***Jewel***, 1x ***Miraculous Fumes***, 2d6x ***Zik-zik***, 2d6x Silk (like ***Cloths*** but with Durability and Res +1; it takes twice as long to work it), 1x ***Devil's Hickory***, 6x ***Chakram***, 1d6x ***Lenitive Ointment***.

SKILLS:

- **Figurative Arts:** +4
- **Dance:** +4
- **Esoterica:** +5
- **Music:** +5
- **Tailoring:** +8

SPECIAL TRAITS:

- **Hormonal Power:** any Arthropoid or any member of the insect family must spend 1d6 NS to attack her, 1 NS only for everyone else.

- **Legendary Weaver:** she takes only ¼ of the time to create fabrics with her canvas.

ACTIONS (2):

Attack (Web AV 17), Range 10m, if it hits it Immobilize until the target passes a 2d6 + 10 DL Body check (or destroy it but each inflicted Damage will also be suffered by those who are wrapped in it). She can use this attack once every two Rounds.

Attack (Bite AV 17) 2/6/13.

Attack (Chakram AV 17).

Attack (Claws AV 17) 2/7/14, after taking this Action she can take another 1d6x similar Attacks as a Free Action.

Lunar Songs: using 1 Action she can start or mantain one of the following songs depending on the moon phase (they all affect a 20m radius area):

- ***Dominant Phase:*** at the beginning of their Turn everyone risks spending all their Actions to attack the closest ally (resist NS 1d6).
- ***Light Phase:*** at the beginning of her Turn, she decreases the Initiative count of any target in the area by 1d6.
- ***Orphic Phase:*** at the beginning of their Turn everyone risks falling asleep (resist NS 1d6).

REACTIONS (2):

Dodge: +9

Parry: +6

Web Shield: if she didn't use her ***Web Attack*** she can erect an intertwined surface with which she can parry and capable of absorbing any Damage (it then immediately dissolves).

JIROH "LOSTVOICE"

Description

Among almost all of Materia's civilized societies, the Priests of the Living are widely welcomed figures: they are wise wanderers who cyclically visit the various covenants of sentient beings in order to preach the traditions useful for prospering and maintaining the ecological balance. They are universally free to operate by any possible mean, so they often are skilled fighters capable of stopping without any need for weapons whoever is caught breaking the dogmas of their creed.
Jiroh Lostvoice is the best known among the Priests because of his unbeatenness.
This Squamata, who survived hundreds of fights, owes its nickname to the fact that no one has ever heard him talk: some say he was born mute, others that it is a vote, and others that he lost his tongue in a fight.
Whatever the truth, his silence is not a limit: he moves silently, covered by the long ritual veil that covers his whole body except his tail, and he only observes and judges, rather than getting lost in endless discussions concerning the different interpretations of the Law of the Living traditions.
Self-confident, he imparts justice according to traditions with no hesitation and resorting to violence only if needed. In such situations, however, every bystander immediately realizes that his martial ability is unmatched.
His unique style, mainly based on the use of his tail, often leaves his opponents confused: almost all of his movements are hidden under the veil, thus making any defense attempt ineffective.
There is few people who would ever dare to openly challenge him, and even those few can usually only afford to do it once.
His presence alone is so intimidating to keep everyone from breaking the Law of the Living.

Dietary Requirements
1 Portion di *Water* and 1 of any Food every day.

Intellect
Sentient

Attitude
Indifferent towards anyone, Hostile towards anyone who breaks the Law of the Living traditions.

Environment
Forest / Desert / Coastal / Mountain / Swamp / Plains, Animals DL 2d6+20, 30 hours.

Resources/Food

4x Portions of *White Meat*, 4x Portions of *Bones*, 4x Portions of *Scales*.

Tactics

- **Jiroh** moves alone from settlement to settlement to check that the Laws of the Living are always respected, and he survives thanks to the donations that communities offer him for the protection that his mere presence guarantees.
- **Jiroh** is particularly determined in enforcing the balance at all costs; in a fight he will never let either side have total upper hand, but he will always try to put things on an equal footing for all involved by knowing how to withdraw at the right time.
- **Jiroh** does not make a sound when he fights and always aims at the Head in order to stun his opponents, while keeping any other attackers at a distance with his tail.

SYSTEM POINTS
82

BODY	REFLEXES	MIND
13	19	11

PHYSIOLOGY:
- **Head:** DL 16 Res: +1
- **Torso:** DL 10 Res: +1
- **Arms x2:** DL 12 Res: +1
- **Legs x2:** DL 12 Res: +1
- **Tail:** DL 13 Res: +11

STATS:
Speed: 16m
Height: 1,62m
Weight: 61Kg
Load: 80Kg
Strength: +3

EQUIP:
Veil, 4x *Containers* (*Ceramic*), 3x *Sal*, 1x *Healing Sap*, 1d6x *Xylanta Root*, 3x *Red Meat*, 2x *Firehoney* x2.

SKILLS:
- **Dance:** +5
- **Sneak:** +6
- **Meditation:** +5
- **Swimming:** +3
- **Brawling:** +6
- **Jumping:** +7
- **Climbing:** +6

SPECIAL TRAITS:
- **Fanatic:** he receives a + 2d6 bonus when resisting on NS and when he is targeted by Interaction checks; he is immune to any fear effects.
- **Hidden Technique:** as long as he wears the veil, an additional Reaction must be used to react to any of his Actions. Moreover, when he hits with an attack he can immediately make another one as a free action as long as he uses a different limb.
- **Thermoradar:** he can perceive the world around him by sensing thermal sources, which he accurately identifies in a 30m radius area (he gains a + 3d6 bonus on Perception checks).

ACTIONS (3):
Attack (Punch AV 25) 2/8/12, Strength: +3, a target hit in the Head is likely to be Stunned (resist NS 1d6, the condition lasts for 1 Round per point of difference).

Attack (Tail AV 28) Damage 3/7/13, Strength: +3, Reach 4m, on each hit inflicts + 1d6 Aching, or pushes 1d6m, or grapples any target no larger than his size.

Attack (Grapple AV 25).

REACTIONS (3):
Dodge: +11

Parry: +8 (if a missile weapon is parried, he redirects it towards the attacker who will have no way of reacting against it).

"Those who meet him pray that nothing happens while he is around and that they can see him in action at the same time; it is said that his unpredictable athletic gestures are perfectly coordinated as in a dance, while the cult heretics fall one by one like dead branches."

KHURGAHIZITBA'LAR - THE SERGEANT

DESCRIPTION

The Federates are a unique group of its kind, and among them the creature nicknamed "the Sergeant" stands out; a Necrocordiceps that infiltrated an hibernating human body in a capsule inside an Ancient Shrine and from whom it has absorbed partial memories.
All it clearly knows is that its host body once belonged to one of the most influential military corps of the Empire, but about the plans or purposes that moved it, only unclear fragments remain. It mostly act to rebuild civilization from the leftovers of what once was, creating a "sustainable development at the service of man and nature, not machines".
Obviously mottos like this are phrases that it repeats mechanically and that often do not correspond to its actions: it gathered a group of Federation adepts, they took refuge safely in the Ancient shrine (which turned out to be a huge self-propelled vehicle capable of drilling the subsoil, their underground ark) where they reactivated its main functions and defenses in a mix of failed attempts and blind faith on the verge of superstition towards the greatness of civilization.
Its expansion plans are obviously frowned upon by the Priests of the Living, just as for all the Federates, and their existence is still little known: they keep on plotting in the shadows waiting to have enough proselytes to take action.

DIETARY REQUIREMENTS

1 Portion di *Water* and 2 of any Food every day.

INTELLECT

Sentient

ATTITUDE

Indifferent towards everyone, Available towards other Federates in his group; Displeased with those who ruin artifacts belonging to the Ancient Human Empire.

ENVIRONMENT

Underground, Animals DL 2d6+20, 30 hours.

RESOURCES/FOOD

3x Portions of *White Meat*, 3x Portions of *Bones*, 3x Portions of *Hides*.

TACTICS

- **Khurgahizitba'lar** lives with its followers inside an Ancient Shrine which is actually an immense underground drill capable of moving when needed; Mecha-Suit Guardians and several Electronic Ghosts are among the creatures defending this secret base.
- **Khurgahizitba'lar** is an undisputed leader in its community which exploits and commands it with an iron fist rather than directly engaging in combat when needed; if it is forced to, it threatens enemies with its raygun trying to take time to escape or to deceive its assailants.
- **Khurgahizitba'lar** cares a lot about its body and leaves it only if cornered; it never completely masters its host body and it is possible to try to push on the previous personality to make it come out (Interaction DL 3d6 + 16 allows the previous personality to take control for 10 minutes per point of difference).

SYSTEM POINTS
44

BODY	REFLEXES	MIND
10	12	14

PHYSIOLOGY:
- **Head:** DL 15 Res: +0
- **Torso:** DL 10 Res: +2
- **Arms x2:** DL 12 Res: +2
- **Legs x2:** DL 12 Res: +2

STATS:
Speed: 8m
Height: 1,85m
Weight: 82Kg
Load: 50Kg
Strength: +0

EQUIP:
1x ***Jewel*** (Federation pin), 1x Uniform (grants Res +2 and +6 against fire), 1x ***Ray Pistol***,1x ***Matrix***, 1x ***Nose Philters***, 1x ***Jetpack***, 1x ***Communicator***, 1x ***Computer***, 2x ***Grenade***, 1d6x ***Book***, 1d6x *Mur Blood* (in syringes; double effect), 1d6x ***Hi-tech tools***.

SKILLS:
- **Firearms:** +4
- **Light Weapons:** +3
- **Investigation:** +3
- **Oratory:** +5
- **Writing:** +2

SPECIAL TRAITS:
- **Infect:** it can transmit by mere contact to another body (resist IS 1d6). If the target fails, the body the virus is infecting falls to the ground Unconscious and after 1d6 hours the virus will take control of the new host gaining all the Special Features listed here; every 24 hours the host body will have the opportunity to chase away the virus by passing a similar resistance test. When it takes control of a new body, it partially assumes its personality, merging it with the previous one.
- **Insensitive:** the creature is immune to Pain conditions and gains a bonus of +1d6 when targeted by Interaction checks. Furthermore, he can continue to Move and act even if the host body remains Headless.
- **Perceive DNA:** Automatically becomes aware of any living forms in a 10m radius and gains a + 1d6 bonus on Initiative checks.

ACTIONS (2):
Attack (Fist AV 12) 3/8/15.

Attack (Weapon AV 16).

Sergeant Command: all allies who hear it can immediately resist again against an effect that is afflicting them and take a Move action by using a Reaction.

REACTIONS (2):
Dodge: +6

"In those times all of us humans lived without fear and without any need to struggle to survive; we wanted food and we could get it from our machines and production centers; whenever we felt pain other machines intervened to cure us. This higher stage of life has just been forgotten; nothing can stop the Federation expansion. The Federation loves its employees..."

One of the many daily speeches the Sergeant airs through its Ancient Shrine rooms

NARGAHLI

Description

The Endless Army is an immense army, or rather an extremely militarized kingdom, continuously expanding; thousands and thousands of Arthropoid specimens, each assigned to its task by birth, work daily to shape the newly conquered lands or forcibly displace the creatures that occupy the targeted places.
Leading its many armed legions are captains of great experience, famous warriors whose ferocity and pheromones of command let them excel in their tasks; Among these Nargahli is perhaps the best known, both for his incomparable martial skills and for his extraordinary intelligence. In fact, he owns an intellectual and introspective capacity well above the average of his peers and he soon learned to keep this difference hidden, but at the same time to exploit it to excel.
He always exploited his uniqueness only to show himself on the battlefield, until the day when, engaged in a colonization mission with his team, he came across a population of peaceful Squamata. He felt sorry for an orphaned infant he met among them: since then, Nargahli has been secretly raising his adopted daughter and, although he keeps on perpetuating the will of the Queen by carrying out massacres leading her soldiers, he started questioning many ethical topics and even sometimes to sabotage the Army plans in order to spare some defenseless population or at least let them time to find sanctuary.
Narghali knows that this behavior of his could cost him everything, especially since he is one of the highest positions within the caste system in which he was raised, but the love towards his now teenage and restless daughter is stronger than any pheromonal coercion.

Dietary Requirements

1 Portion of *Water* and 2 of *Meat* every 24 hours.

Intellect

Sentient

Attitude

Indifferent towards anyone who is not of his same military rank, Available towards his platoon, Hostile towards any enemy of the Endless Army or whoever threatens his daughter.

Environment

Forest / Coastal / Mountain / Swamp / Plains / Vulcanic, Animals DL 5d6+11, 20 hours.

Resources/Food

5x Portions of *White Meat*, 5x Portions of *Carapace*.

Tactics

- **Nargahli** lives in the Endless Army military quarters, and he is always surrounded by at least 2d6x Arthropoids; from time to time he wanders off to join his daughter, a Young Squamata who is hiding in a volcanic distant refuge.
- **Nargahli** always attacks targeting Locations equipped with natural weapons and when he attacks a target he does not accept others to interfere in the fight, which will last until the opponent is defeated or surrenders.
- **Nargahli** has a hidden merciful temper; successfully making an Interaction check with DL + 2d6 will make him show pity on someone or something.
- **Nargahli** is overprotective of his daughter, and whenever someone puts her in danger or threatens to reveal her secret, he gains +1 Action.

SYSTEM POINTS
59

BODY	REFLEXES	MIND
11	16	11

PHYSIOLOGY:
- **Head:** DL 15 Res: +2
- **Torso:** DL 10 Res: +2
- **Arms x4:** DL 12 Res: +2
- **Legs x2:** DL 12 Res: +2
- **Wings x4:** DL 13 Res: +0

STATS:
Speed: 9m (12m flying)
Height: 1,79m
Weight: 67Kg
Load: 55Kg
Strength: +1

EQUIP:
1x *Quadrispear*, 1x *Light Crossbow*,
6x *Composite Armor*, 1d6x *Jewels*,
1d6x *Tantar Leaves*, 1x *Miraculous Fumes*.

SKILLS:
- **Animals:** +1
- **Ranged Weapons:** +4
- **Heavy Weapons:** +5
- **Sneak:** +3
- **Perception:** +6
- **Brawling:** +5
- **Jumping:** +6

SPECIAL TRAITS:
- Martial Pheromones: each allied Arthropoid within 10m gains +1 Action and a + 1d6 bonus on all AVs while enemy Arthropoids suffer a -1 Morale malus per Round.
- Tactical Mind: he has a + 1d6 Initiative bonus and once per Round he can perform a Free Move Action at the end of any opponent's Turn.
- Military Mastery: during his Turn, when he hits with an attack, he can immediately execute another one with a different weapon as a Free Action.
- Assault Swoop: when he flies and wants to perform an attack on a target that is at a lower altitude, he doubles his Speed.

ACTIONS (2):
Attack (Claws AV 20) 2/10/15.

Attack (Quadrispear AV 22).

Attack (Crossbow AV 20).

Attack (Bite AV 14) Damage 2/9/14.

REACTIONS (3):
Dodge: +10

Parry: +12

He can take Reaction attacks even when he is not Waiting and whenever he hits the strike Downs the target.

"I have seen too many faces distorted by pain, too many villages razed to the ground and too many families destroyed in the name of the passage of our sacred Endless Army; our advance cannot be stopped, indeed the evolution of our species wants this, and yet...
I am willing to stake my honor for this, I am sure that it is possible to find another way to be able to live with those who are wise enough to submit to our dominion..."

NOD

Description

The fifth level of Strata, the legendary metropolis that was built inside an immense space wreck, is highly mechanized. This is mainly due to Nod, its ruler.
Little is known about this slender-bodied clone whose temperament is cold and calculating, whose eyes no one has ever seen; his face is in fact constantly covered by a Mecha-Suit in exoskeletal mode, with whom he seems to live in symbiosis.
Some say that he was one of the very first colonizers of Strata, others that he already lived inside it when it was discovered; truth is the humanoid body is kept alive by BioscanX, a very advanced Mecha-Suit model which replaced the brain with silicon circuits and which is now permanently linked to it.
This fusion gives life to a being with an unimaginable intellect, capable of computing statistical predictions and designing inventions like no one else; he speaks of himself using the first person plural, although the remnants of humanity belonging to the Clone are now relegated to very few and rare moments.
In his Level (the highest among the confederation of the first 5 levels called Eutopia) safety is managed by him thanks to a series of flying drones that constantly monitor the streets, where it is only possible by owning a specific business or diplomat permission.
The recovery of electronic machinery and the reactivation of the same (respecting as much as possible Strata's community rules) seems to be his main goal: he is secretly assembling an Electronic Medusa that he can control and use for his own total control purposes, so as to have a greater available workforce. Indeed it is a very dangerous challenge, which could jeopardize the whole community's survival, but at the same time it would allow Nod to finally enter the Ubernet servers, a huge nanobots spread should be enough to gain the power needed to do it.

Dietary Requirements
1 Portion di *Water* and 1 of any Food every day.

Intellect
Sentient

Attitude
Indifferent; he becomes Displeased whether someone breaks the rules of his level.

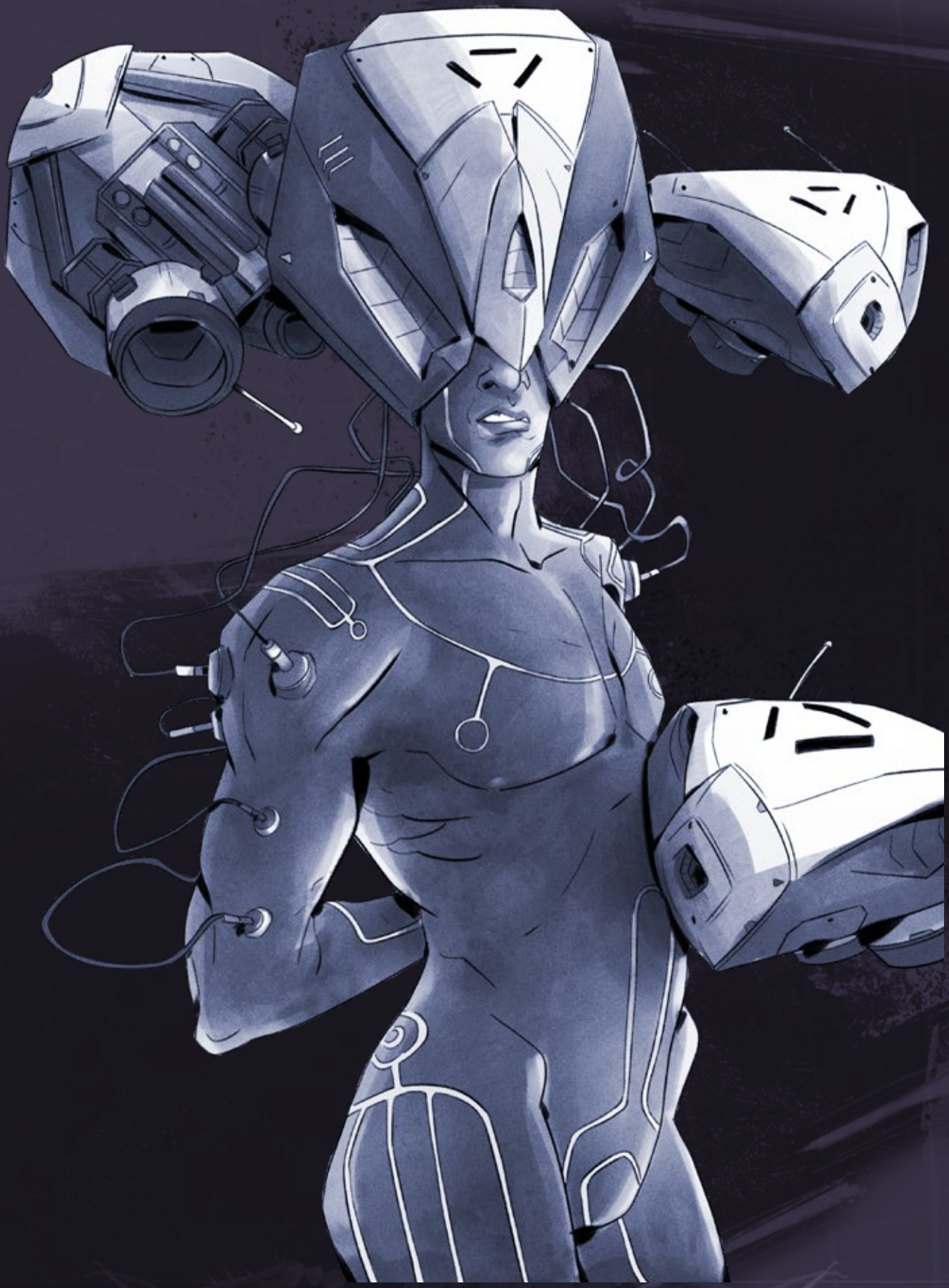
Environment
Environment: (can only be encountered in Strata).

Resources/Food

3x Portions of *White Meat*, 3x Portions of *Bones*, 4x Portions of *Metamaterial*.

Tactics

- **Nod** lives as a recluse inside his technological sanctum on Strata's fifth level, well guarded by a ***Guardian Mecha-Suit*** and a closed circuit of cameras complex that he himself built.
- **Nod** rarely moves away from his level, and only to attend Eutopia council meetings.
- **Nod** has an escape route in his headquarters that he can activate in case of an attack; a trap door leads to an armored compartment from which he waits for his drones to secure the outside area. If cornered, inside this compartment he also stores the combat exoskeleton that he can wear.
- **Nod** mainly fears that his project to assemble an ***Electronic Medusa*** will be discovered and will show no mercy for anyone who jeopardizes its secrecy; whether such an aberration should lose control and get released, it would risk corrupting not only the entire mechanical empire of Nod, but also the entire city Strata.



"Perhaps you may think that all this does not belong to nature just because it may look artificial, cerebral to you: but what difference do you think is there in between us who play with the atoms of matter themselves in order to obtain new technological wonders and the devastating aftermath that a Cloudthrasher can cause on a territory in its passage? Which option do you think is less natural or harmful to the established order of things? Our ability of reasoning about reasoning and drawing formulas and correspondences from it is a gift of nature herself: we reply with this to your thesis, also asserting that it would also be an offense to nature herself to not use this gift for higher purposes..."

System Points 54

Body	Reflexes	Mind
10	12	19

Physiology:

- **Head:** DL 15 Res: +8
- **Torso:** DL 10 Res: +2
- **Arms x2:** DL 12 Res: +2
- **Legs x2:** DL 12 Res: +2

Stats:

Speed: 8m
Height: 1,78m
Weight: 81Kg
Load: 50Kg
Strength: +0

Equip:

BioscanX (grants resistance to the head Location and it is considered to all intents and purposes as a living being although it cannot detach), ***Drones*** x3 (Res+6), Quantum ***Computer*** (installed in its base, grants the Focus bonus on Computer Science tests), ***Iso-Detector***, 2d6x ***Hi-Tech Tool***, 5x ***Exoskeleton*** (compact, extends when needed by instantly attaching itself to him), Experimental Nanobots (if injected they heal a Medium or Light Damage within 1d10 Round but if you do not resist IS 1d6 they will begin to spread and replace the flesh with synthetic elements until the transformation into a real Mecha-Suit).

Skills:

- **Electronics:** +9
- **Engineering:** +7
- **Investigation:** +5
- **Medicine:** +4
- **Metallurgy:** +6

Special Traits:

- Digital Bond: the bond with BioscanX cannot be easily severed (Informatics DL 3d6 + 15, 2 hours) and will however lead to the Living body death.
  This bond grants a + 1d6 bonus whenever resisting NS and whenever targeted by Interaction checks; moreover, he can perfectly see under any light condition, he can detect electromagnetic and heat sources, and gains a + 2d6 bonus on Perception checks.

- Guardian Drones: he can perform attacks via these flying drones that all act at the same time as Nod does and each one can erect a force shield around Nod using a Reaction and as long as it is within 3m of him (Res: +5 for each drone within 3m).
  Nod can extend his senses through them at any time.

- Nanomachines: his allover Res value is granted by nanobots that are displaced under his skin building up a defensive synthetic layer that also allows him to consider the Bleeding, Aching and Infection Conditions 2 points lower.

Actions (5):

Attack (Drone AV 15 Beams) 2/6/9 Piercing 5, Range 10m, he can only use this Action once per Round per active Drone.

Attack (Fist AV) 3/11/15.

Attack (Connection AV 19) Reach 6m, by extending the flexible cables he can connect to any target equipped with input ports, such as Clones, Mecha-Suits and several computer models: then by spending one more Action he will force them to act according to his will (resist NS 1d6 , the duration is equal to the difference).

Calculate Advantage: grants him a +1 bonus on the Initiative count.

Reactions (1):

Dodge: +5

OTHAR-MA

DESCRIPTION

Verminoids are known to be a strongly linked to commerce and interpersonal relationships species: Othar-Ma is widely known for being the most famous among them, and his nomadic caravan one of the most recognizable on Materia.
This gigantic specimen has built his wealth like so many others, starting from the commercialization of the drool he himself produces, but he made his real fortune the day he came across a dying ***Arthropoid Queen***: ignoring the importance of that specimen and approaching it with the intent of recovering the shell to later trade it to the highest bidder, he did not realize that he was in the middle of an immense genetic centrifuge from the Ancient Human Empire era, which activated and mixed the both creatures genes inextricably.
From that day on, Othar-Ma then started emitting pheromones that could grant him a unique influence on all insects, a capacity of whom he immediately took advantage of in order to obtain gains and protection.
Known for his greed and his mellifluous ways that inevitably lead individuals to close deals in his favor, he owns a number of quirks, resources and objects that cannot be found anywhere else.
He rides a huge blinded ***Lairguard***, and surrounds himself with all kinds of mercenary guards to protect his belongings as he wanders in search of new rarities to collect.

DIETARY REQUIREMENTS

1 Portion of Vegetable Foods or *Fibers* and 1 of *Water* every day.

INTELLECT

Sentient

ATTITUDE

Indifferent towards those who owns nothing that may interest him and Available towards others.

ENVIRONMENT

Forest / Coastal / Mountain / Swamp / Plains / Underground, Animals DL 2d6+7, 8 hours.

RESOURCES/FOOD

7x Portions of *White Meat*, 2x Portions of *Carapace*, 1d6x Portions of *Verminoid Slime*, 1x Beak (considered as 1x *Simple Metal*).

TACTICS

- **Othar-Ma** always travels mounting his Lairguard and he is followed by at least 1d6x Arthropoid Soldiers, his personal escort; he stays inside the tent built on the creature's back, to which the chests in which he stores his precious goods are also tied.
- **Othar-Ma** always wants to gain in any trade and anyone willing to trade with him gets a -1d6 penalty on Interaction checks made to persuade him to trade goods whose total Rarity is equal to the one offered (additional -1d6 malus for each lower Rarity rank).
- **Othar-Ma** never engages in a fight, as he pays his mercenaries for similar matters, but if he is forced to, he will try to distract his enemies and save himself.
- **Othar-Ma** collects rarities and if he sees something he doesn't own and has never owned before, he will do anything to get it.

"Sands of the Coasts?
Live or dead pneumocephalis?
Tools for Stone Beasts skinning?

Othar-Ma he has it all, I tell you!

They warned me they spotted him west from here, but be careful not to mess with him. I knew a Lemurite who had contracted a debt to him and who then decided to flee in order not to pay him back: after years he managed to reach him and I grant you, he had a bad end, and by no means quick.

The Big Worm does not forgive, brother..."

System Points 22

Body	Reflexes	Mind
10	10	17

Physiology:

- **Head:** DL 14 Res: -1
- **Torso:** DL 10 Res: -1
- **Arms x2:** DL 10 Res: +0
- **Beak:** DL 17 Res: +6

Stats:

Speed: 8m
Height: 1,64m
Weight: 99Kg
Load: 50Kg
Strength: +0

Equip:

4d6x *Verminoid Slime*, 3d6x *Precious Stones*, 2d6x *Jewels*, 1x *Elaborate Outfit*, 1x *Venerin*, 1x *Starmetal* **Sword**, 1x *First Spore* in a jar, 1x Ancient Bearers of Eons (newborn in a pot), 1x ***Communicator*** (which thanks to a chip installed in the Lairguard's brain allows him to control it).

He has 1d6 Portions (-1 per Rarity point) of any Resource / Food / Artifact available on Materia when encountered (determine availability once a week).

Skills:

- **Figurative Arts:** +1
- **Cooking:** +1
- **Carpentry:** +1
- **Sneak:** +4
- **Investigation:** +2
- **Oratory:** +8
- **Tailoring:** +1
- **Sculpture:** +1

Special Traits:

- Trader Profit: after concluding a trade with him he imposes a penalty of -1 Morale for the next 24 hours.
- Produce Mucus: when he moves he leaves a trail of drool which makes him very easy to follow (+ 1d6 on Perception checks) and once an hour, by spending 1 minute, he can produce more, thus creating 1 Portion of Verminoid Slime (+1 per hour spent per Portion of consumed Food but the dietary requirement will increase by the same for that day).
- Eyes of Vertigo: anyone who catches his gaze when he lowers his head will be hit by a sense of profound discomfort (resist NS 1d6 or the target is Distracted for as many Rounds as the difference).
  He usually keeps his head slightly tilted back so that their interlocutors are facing the beak.
- Anomalous Pheromones: any Arthropoid within a 10m radius receives a -1d6 penalty when resisting NS and whenever targeted by Other-Ma's Interaction checks.
  He also has an innate ability to perceive other individuals' pheromones and he obtains a + 1d6 bonus on Smelling checks made to track them down.

Actions (2):

Attack (Beak AV16) 2/6/13, he can only perform this Action once per Round.

Attack (Claws AV 9) 3/7/14.

Distract (a target must resist NS 1d6 or is forced to hit him targeting its Beak only for as many Rounds as the difference; he can extend this ability to any target in sight by spending 1SP).

Reactions (1):

Dodge: +3

Parry: +5

PALANTHIL - UNIVERSAL CHAMPION

DESCRIPTION

A hero worth to be into Rhapsodes's song, the savior of fairy tales and fables, the one who brings peace back where war was,he who rights all wrongs and who drives evil away thanks to his physical and spiritual strength: Palanthil is undoubtedly the one who embodies such ideal more than any other individual during the current age.
Palanthil takes on the hero archetype, at least during the present of Materia: he is a very adventurous Oneirophant Quadripoid, who travelled to the most remote places on the planet in order to obtain the opportunity to come into direct contact with a herd of Onirophage Mantas. During his travels, he disappeared for many years, and many believed that this obsession led to his death; but right when his people were menaced by a frightening threat, he reappeared, as if risen from nowhere, astride one of those mysterious flying beasts. His intervention solved his people's problems, as well as those of many other populations in subsequent times, and the news that it was enough to dream of him in order to ask for his help quickly spread.
The ultimate goals of Palanthil are not known, since when he appears he looks every time different and that his words are often cryptic. He offers prophecies harbinging the exact predictions about the imminent future, but that can usually be understood after a very long time only.
Driven by a superior moral sense and intellect, this being who appears to have transcended mortality is actually committed to halting a threat that will put the entire life of Materia at risk in the coming future: a large-scale extradimensional invasion by insane and evil entities. They will try to penetrate our reality by breaking through the veil of dreams themselves, and according to some sages it was they who caused the end of the Ancient Human Empire.
According to some legends, however, the Universal Champion is a role that does not stay on the same individual forever; rather, it would pass from chosen one to chosen one, and Palanthil may have long been looking for a successor...

DIETARY REQUIREMENTS
1 Portion di *Water* and 1 of any animal feed every 48 hours.

INTELLECT
Sentient

ATTITUDE
Hostile to anyone who threatens weakeer beings and Friendly to the oppressed.

ENVIRONMENT
Desert / Forest / Coastal / Mountain / Swamp / Plains / Vulcanic, Animals DL 5d6+20, 40 hours.

RESOURCES/FOOD

4x Portions of *White Meat*, 4x Portions of *Bones*, 4x Portions of *Hides*.

TACTICS

- **Palanthil** travels between dream worlds riding his Onirophage Manta following multidimensional plots beyond common understanding.
- **Palanthil** is driven by the will to help the weakest and will easily get distracted by seeing someone oppressed by someone stronger.
- **Palanthil** uses violence as a last resort, but if forced he tries to keep his distance by using his chakrams and flying over opponents, or pushing them away using his staff.
- **Palanthil** stays on Materia just long enough to fulfill the mission for which he came and then he immediately moves on to another reality.

"...all the animals of the forest fled in terror, while the vibrating sound of that astral vessel drowned out every other noise; the huge flying ark forged into impossible shapes penetrated the world like a knife penetrates boiled meat, disturbing the clouds and shaking the earth with force. We were helpless, we had no idea what would happen or what our destiny would be: it was then that he, the Universal Champion, appeared darting against the rushing winds.

Even those who never saw him before recognized him as such and rejoiced at his passage because they somewhat dreamed of him; his shining staff left a shimmering trail as he rided fearlessly against that nightmare and he sang a sad symphony of his people, ready to risk everything and certain of his victory..."

System Points 96

Body	Reflexes	Mind
14	15	16

Physiology:

- **Head:** DL 15 Res: +0
- **Torso:** DL 10 Res: +0
- **Arms x4:** DL 13 Res: +0
- **Legsx4:** DL 12 Res: +0

Stats:

Speed: 10m
Height: 1,61m
Weight: 89Kg
Load: 70Kg
Strength: +4

Equip:

1d6x *Noctilucae Infusion*, 2d6x *Morpheus' Bud*, 1d6x *Tantar Leaves*, 1d6x *Xylanta Root*, 1x *Miraculous Fumes*, 1x *Ephemeral Leaves*, 1x *Polmonaria Bean*, 1d6x *Bright Goo*, 1x *Assault Armor* (Res: +4),
1x *Dream Passage*, 1x *Cloak*,1x *Bag*, 1d6x *Echo Crystals*, 1x *Jewel* (with embedded *Echoing Crystal* whose effect are doubled),
1x Staff of the Dreamer (see Actions),
8x *Chakram*.

Skills:

- **Acrobatics:** +12
- **Throwing Weapons:** +10
- **Light Weapons:** +8
- **Medium Weapons:** +8
- **Herbalism:** +5
- **Esoterica:** +7
- **Investigation:** +6
- **Meditation:** +7
- **Music:** +5
- **Swimming:** +4

Special Traits:

- Vibroperception: by moving his tentacles he can feel even the slightest vibrations in the air. This feature allows him to accurately perceive everything within a 50m radius, and he gains a + 1d6 bonus to Perception and Initiative checks made inside this area. He suffers a -1 penalty for each amputated tentacle and for each perceived degree of sound intensity higher than Normal. His blindness makes it impossible for him to perceive things that can only be seen through sight, but it also makes him immune to all effects that exclusively affect that sense. Furthermore, he perceives electromagnetic and gravitational waves in the same area.
- Dream Rider: the Onirophage Manta that he rides is actually born from his own dreams and represents his own conscience, so they share their senses. Morale and psychological effects targeting Palanthil have no effect, while those targeting the Manta affect both.
  Also, when riding the Manta he can spend 2d6 SP and disappear using an Action, effectively moving to a completely random world and in a random time from which he can only return via the dream world.
- Dream Foresight: he gains a + 1d6 bonus on Initiative checks and +1 Reaction per opponent in combat: he can only use one of these extra Reactions per Round per opponent.
- Tactical Mastery: after hitting with a melee attack he receives a free action that he can use to move or to move the Oneirophage Manta.

Actions (4):

Attack (Staff of the Dreamer AV 23) 2/9/12, Strength: 4, whoever is hit can be teleported 3d6m away; he can attack this way twice per Round maximum.

Attack (Chakram AV 25) 1/6/9 Range: 6m, Strength +5, Range + 1m for each Action spent spinning it during the same Round.

Attack (Claws AV 15) 3/8/16, Strength: +4.

Attack (Grapple AV 21), can keep two arms free when holding someone in Grapple, but lowers AV by 2.

Attack (Becco AV 17): 2/7/14, Strength: +4, Piercing 2, he can only attack this way once per Round and only against Grappled targets.

Instant Dream: he can roll on the Dream Table with a + 2d6 bonus but he then receives a -1d6 penalty on all subsequent checks for the reminder of the current Round.

Reactions (1):

Dodge: +18

Parry: +6

He can make a Grapple Attack even if he is not Waiting.

SNA'PAT, WANDERING LEMURITE

Description

They say that no one has seen more than Sna'Pat the Wanderer did; Lemurites are known to be curious by nature, but his desire to discover new places, traditions and peoples is practically legendary, as is his ability to get into trouble.
Endowed with an affable and optimistic character, it is possible to meet him in brothels and taverns or by the streets entertaining passers-by with his amazing, hyperbolic and very often full of completely made up details stories.
It is quite easy to find a way to talk to him; offering a meal or an alcoholic drink will gladly led to him spending a lot of time remembering and talking about his travels. By doing so, it is possible to obtain information that few others may have, but at that point the problem will undoubtedly become being able to get rid of him.
In fact, whenever he senses the possibility to gain anything or to go on an adventure, he does not hesitate to join anyone, even if not invited. Frequently, this causes numerous obstacles and not indifferent problems, which the poor Sna'Pat causes as involuntarily as infallibly.
What keeps him alive and protects him from ending up in a ditch with his head cracked apart, in addition to his intelligence (decidedly outstanding for his species standards), is his ability to make important friends. Having done favors pretty much everywhere, he earned the protection of many over the years: Priests of the Living, Rhapsodes, The Big Family, The Endless Army, several merchant guilds and more adventurers than you can imagine.

Dietary Requirements
1 Portion di *Water* and 1 of any Food every 24 hours.

Intellect
Semi-sentient

Attitude
Friendly towards those who offer food or alcohol and Available towards others.

Environment
Forest / Mountain / Plains, Animals DL 2d6+12, 24 hours.

Resources/Food

3x Portions of *White Meat*, 2x Portions of *Bones*, 3x Portions of *Hides*.

Tactics

- **Sna'Pat** is a peaceful character, but a noisy and unnerving company; if he chooses to follow someone and join them he won't be stopped easily.
- **Sna'Pat** shuns any combat; whenever he gets involved in one he will just flee all over the place creating confusion.
- **Sna'Pat** is known far and wide and wherever he is, there are always at least 2d6 individuals who owe him a favor and ready to help him.

SYSTEM POINTS
23

BODY	REFLEXES	MIND
8	14	7

PHYSIOLOGY:
- **Head:** DL 16
- **Torso:** DL 11
- **Arms x2:** DL 13
- **Legs x2:** DL 13
- **Tail:** DL 13

STATS:
Speed: 10m
Height: 1,3m
Weight: 41Kg
Load: 40Kg

EQUIP:
Headgear, ***Gloves***, ***Bag***, Interlocking toy, *Howling Tuber*, *Time Crystal*, *Oil*, *Salt*, 1d6x *Resin*, ***Lenitive Ointment***, ***Glue***, ***Ink***, 1d6x *Spirits*, 1d6x *Larvae*, 1x *Jam*, 1x *Flan*.

SKILLS:
- **Listening:** +5
- **Sneak:** +6
- **Oratory:** +6
- **Observation:** +5
- **Jumping:** +5
- **Climbing:** +5
- **Writing:** +1

SPECIAL TRAITS:
- **Evasive Movement:** whenever he moves he is not subject to Reaction Attacks.
- **Night Vision:** he perfectly sees in any light condition whose intensity is Low or lower.
- **Odoriferous glands:** special glands under his tail secrete a nauseating odor. during the first Round of any action scene he imposes a -1d6 penalty on the Initiative check of anyone who is within 2m of him and who does not belong to his species.
- **Legendary Reputation:** anyone who wants to attack him will have many second thoughts about doing so (resist NS 1d6 or it is not possible to target him) and anyone who injures him receives a -1 Morale malus.

ACTIONS (3):
Attack (Bite AV 16) 3/8/13.

REACTIONS (3):
Dodge: +8

Pretend Dead: he can voluntarily fall prone and stiffen up looking like he's dead. (Medicine / animals DL 2d6 + 10).

"You are crazy!
I mean: four bastards armed with pointed bones and blunt javelins, without the shred of an armor, and not even an aesthetic sense, if I have to be honest.

Yet you would like to seek fortune in the Bathrak swamp well knowing that not even half of you will come out unscathed...

I like it!!!

As we set out on our journey, I will tell you what this story reminds me of: you must know that, once, I decided to fly over a volcano hanging from twenty inflated Pneumocephalis, when..."

THE SMASHER

Description

One of Materia' strongest fighters is known by such a nickname. He is a Primordian who grew up in a very violent tribe, which was extinguished by an Endless Army insect wave. The only things he remembers about that tragic event are the sounds of the Arthropoids snapping jaws as they ravaged everything, and the few who had the privilege of hearing one of his live stories know that his family was slaughtered before his eyes by a huge insect.
He then grew up training, driven by a deep desire for revenge, he armed himself, looked for that Arthropoid swarm captain and once challenged it he killed it, as he swore; in that moment, however, his life lost all meaning. He then wandered for a long time with no purpose, until he came across the Adrax tales.
The myth of the strongest living being in the world spurred him to resume the study of martial arts, to look for the best equipment and to challenge anyone else who questioned his physical superiority, making him known as one of the most fervent Followers of Adrax.
Currently he still roams the lands of Materia looking for ways to get stronger and stronger. Sometimes he shows a merciful side to those who see their settlements or villages endangered by invasion forces, while he is merciless when it comes to dealing with Arthropoids. Undoubtedly, among the Followers of Adrax he is one of the most unusual, as rumors say that he will become even stronger than Adrax himself and he hopes that the legendary champion is still alive in order to challenge and to beat him in an epochal confrontation.

Dietary Requirements

1 Portion of *Water* and 1 of any Food every day.

Intellect

Semi-sentient

Attitude

Indifferent towards anyone, Hostile towards Arthropoids and those who bully the weak; Displeased with those who flaunt superiority.

Environment

Desert / Forest / Plains / Coastal / Mountain / Swamp / Vulcanic, Animals DL 4d6+16, 28 hours.

Resources/Food

4x Portions of *Red Meat*, 4x Portions of *Bones*, 4x Portions of *Hides*, 1d6x of *Primordial Adrenaline* (to extract it Medicine DL 3d6 + 4, 1 hour).

Tactics

- **The Smasher** is a loner looking for something that he may never find; if encountered it is best not to boast of one's strength and to support him in his search for weapons and upgrades.
- **The Smasher** easily vows to protect defenseless peoples against greater threats, but often in order to defend them he uses all the available resources to arm himself further.
- **The Smasher** targets the Location with the lowest DL when attacking and when confronted by many enemies he keeps them at bay by using his Whirlwind attack; he never gives up, he fights to the death.

SYSTEM POINTS 80

BODY 20	REFLEXES 12	MIND 9

PHYSIOLOGY:

- **Head:** DL 14 Res: +3
- **Torso:** DL 9 Res: +3
- **Arm Dx:** DL 11 Res: +3
- **Arm Sx:** DL 11 Res: +6
- **Legs x2:** DL 11 Res: +3

STATS:

Speed: 8m
Height: 3,4m
Weight: 290Kg
Load: 200Kg
Strength: +10

EQUIP:

1x *Psychic Catheter* (implanted), 1x *Greatsword* (made of *Starmetal*), 1d6x *Axes*, 1x *Cloak*, 5x *Heavy Armor* (Arthropoid shell), 1x *Rebirth Marrow*, 1x *Barbed Heart*, 1d6x *Macroaphid Milk*, 1x *Mechanical Exoskeleton* (it is actually a dead Mecha-Suit installed in place of his missing left arm).

SKILLS:

- **Medium Weapons:** +6
- **Heavy Weapons:** +6
- **Swimming:** +4
- **Jumping:** +4
- **Climbing:** +4
- **Brawling:** +6

SPECIAL TRAITS:

- Large: each Location must suffer 1 more Damage per rank before progressing to the next rank.
- Fluff: he treats Low or lower intensity temperatures as 1 degree higher.
- Atavic Hatred: gains a + 1d6 Initiative bonus when Arthropoids are involved in a fight and + 1d6 in hitting them.
- Smash: his hits deal double damage to inanimate objects, and healing the wound he inflicts receives a -1d6 penalty.
- Frenzy: after the first round of combat and in all subsequent Rounds he receives the following bonuses (cumulative): +1 on all Actions, + 1d6 to resist on NS and against Interaction checks, -1 Pain.

ACTIONS (4):

Attack (Punch AV 18) 2/8/13, Strength: +10, Reach 2m, when he hits he Lands his target if his weight is greater than his opponent's, and if he hits the Head the target is Stunned for 1 Round (resist IS 1d6).

Attack (Bite AV 16) 1/7/13. Strength: +10.

Attack (Weapon AV 18) when he hits he Lands his target if his weight is greater than his opponent's, and if he hits the Head the target is Stunned for 1 Round (resist IS 1d6).

Attack (Grapple AV 26).

Attack (Whirlwind AV 16) he attacks all targets in range with one of his weapons. He can only perform this Action once per Round and if he does he cannot move.

REACTIONS (2):

Parry: +10 (whenever a hit is parried he pushes his attacker 1d6m away and Lands it if his weight is greater than his opponent's. He always uses his Left Arm to parry.

"Because of his thick armor, made of the same chitinous carapace that the Arthropoids he was slicing were made of, it would not have been easy to recognize him in the midst of that slaughter; his heavy black broadsword mowed down limbs, antennae, and insectoid abdomens by the dozen, and the more he killed the more he seemed to take a liking to us.

He crushed the last one with his mechanical arm, he walked safely to the top of the metal pinnacle and drew a digital code on a luminous screen covered with writings

- Smasher finds Adrax... soon... -

and without hesitation he leapt into the void of those haunted Ancient Shrine tunnels."

Countless times during my travels I was faced with all sorts of barriers: acid rivers, mountains impossible to circumvent or climb, vast water expanses filled with unimaginable threats, gargantuan and impenetrable ruins of the ancient empire eternally waiting in vain for their rightful owners to return. And yet, the main wall that stood between me and my goals of knowledge and exploration was the lack of mutual understanding among different species. I confess, in fact, that cultural and linguistic limitations is what frequently forced me to give up and abandon my path, more so than mountains, water, savage beasts or deserts. Because of this, I thought it appropriate to add some notes about what I've learnt on this topic during my travels, which may come in handy for those who wish to venture as far as I did on the road to knowledge, or even farther.

Communication among the different sentient species of Materia, as you probably already know, is never easy: different culture and language, as well as different phonatory apparatuses and different neural structures trace an impassable line. There are many different languages on Materia, and only a handful are based on verbal communication. As much as all sentient creatures (and many semi-sentient ones) know how to "speak", not all of them do so in the way we're used to.
This doesn't mean, however, that through intellect and self-determination creatures didn't find a way around this obstacle, partially solving the problem of interspecies interaction. After all, exchanging information and negotiating are essential tools for existence, even more so than exercising violence.

The species that should technically be more at ease with verbal communication is the mecha-suits: unless their data banks present any problems, all mecha-suits communicate through the language of the ancient human empire, which they are fluent in, and sometimes their memory also stores dozens of other idioms developed during human history (especially if their database is rich with ancient literary works, or has specific programming in the fields of culture or languages); such languages are completely useless on Materia anyway, and can only be understood by other mecha-suits who might have them memorized. Fortunately, however, mecha-suits are also equipped with learning algorithms that allow them to learn new idioms.
This doesn't mean, however, that mecha-suits can't stumble onto communication issues, I assure you. Their main limitation is posed by species who employ non-verbal communication: they can, for example, develop pheromone receptors but they can't produce any pheromones themselves, which makes them seem totally mute to arthropoids not accustomed to verbal communication. They also have trouble understanding noises and feelings produced by the shrubs, since they generally don't follow any logical structures but rather aim to evoke emotion and suggestion – not many mecha-suits can understand and share the volatile, confusing, extraordinary world of feelings.

Clones undergo basic linguistic programming as well, during their biocapsule development; nonetheless, most of the time this includes basic programming of the human empire's ancient language , aimed at giving them grammatical structures, syntax and a high frequency lexicon, so a newborn clone is rarely able to express complex and articulated thoughts. Frequently, a capsule malfunction makes it impossible for them to even phrase easy ones.
Their adaptive and evolutionary skills, however, also apply to their ability to think and express themselves through linguistic structures: depending on its history, in the span of a few months any clone may develop advanced linguistic skills, either based on the ancient human tongue (possibly thanks to interaction with a mecha-suit) or based on other languages (if they managed to interact with other species) or on neologisms and onomatopoeias (if they spent most of their time alone). Since they share basic structure and glossary, clones are usually able to understand each other, albeit with some difficulties.

Things get more complicated with squamatas, who – much like human beings during the first millennia of their evolution on planet Earth – boast a huge variety of idioms, which are frequently incomprehensible for other tribes. Nevertheless, some languages are more widespread and known than others, and they are usually spoken by squamata who travel or frequently interact with members of other species. In any case, other species are fully aware that squa-

MATAS POSSESS MANY EXTENSIVE AND VARIED LANGUAGES, MOSTLY BECAUSE THEY BRAG ABOUT IT FREQUENTLY.
USUALLY, SQUAMATA SPEAK SEVERAL OF THEIR SPECIES' LANGUAGES, AND EVEN IF THEY DON'T DO IT GLADLY THEY CAN LEARN OTHER SPECIES' LANGUAGES AS WELL. IT'S NOT RARE THAT SQUAMATAS INTERESTED IN THE HISTORY OF THE ANCIENT HUMAN EMPIRE KNOW ITS LANGUAGE TOO, AT LEAST AT AN ACADEMIC LEVEL, EVEN THOUGH THEY'LL NEVER BE ON A PAR WITH A MECHA-SUIT – THOUGH THEY ARE USUALLY CERTAIN OF THE CONTRARY.

AS FOR THE NECROCORDICEPS, THEY USUALLY HAVE THE LEAST TROUBLE OF ALL MASTERING LANGUAGES: WHEN THEY REACH A NEW BODY, THEY TAKE OVER THE NEURAL CENTERS THAT GOVERN LANGUAGE AND SEIZE THEM, THUS UTILIZING THE LINGUISTIC SKILLS OF THEIR HOST. THIS PROCESS CAN TAKE A WHILE HOWEVER, ESPECIALLY IF THE HOST'S SPEECH IS VERY ELABORATE AND THEY KNOW MORE THAN ONE TONGUE: IN THAT CASE, DYSFUNCTION, APHASIA AND LANGUAGE SWITCHES CAN OCCUR WHILE THEY ADAPT TO THE FUNCTIONING OF THE NEW BRAIN.
IN SOME CASES AND DUE TO SPECIFIC GENETIC MUTATIONS, NECROCORDICEPS MAY CARRY THE LINGUISTIC KNOWLEDGE OF THE PREVIOUS HOST WHEN CHANGING BODIES, HOWEVER THIS HAPPENS RARELY; JUST LIKE MANY OTHER TRAITS, LANGUAGE IS SOMETHING THESE VIRUSES "WEAR" WHEN THEY CONTROL A SPECIFIC BODY, AND THEY USUALLY ABANDON IT WHEN THEY LEAVE, ALONG WITH OTHER MENTAL PROCESSES SPECIFIC TO THAT HOST.

THE WAY ARTHROPOIDS CAN SPEAK TO OTHER SENTIENT BEINGS AND UNDERSTAND EACH OTHER IS DEFINITELY MORE COMPLEX. IT'S PARADOXICAL, CONSIDERING THAT THEIR PHEROMONE COMMUNICATION SYSTEM IS ONE OF THE RICHEST AND DEEPEST INTER-SPECIES LANGUAGES, AND ALLOWS THEM TO EXCHANGE LOTS OF EXTREMELY PRECISE AND COMPLEX INFORMATION THAT IS UNIVERSAL TO ALL OF THEM IN SECONDS.
HOWEVER, AT LEAST INITIALLY, OTHER SPECIES CAN ONLY PERCEIVE A RIDICULOUS FRAGMENT OF THAT SILENT DIALOGUE, THE EASIEST PART USUALLY: DANGER, SERENITY, HATRED AND SO ON. IN TIME, THOUGH, THOSE WHO SHARE A PATH, A HOUSE OR A CITY WITH THEM COULD REACH A HIGHER UNDERSTANDING, UNTIL THEY'RE ABLE TO DECODE THE MOST ELABORATE OF CONVERSATIONS – WITH NO HOPE OF REPRODUCING THEM, OBVIOUSLY, LACKING THE DEDICATED ORGANS.
IN TURN, ARTHROPOIDS CAN PERCEIVE PHEROMONES GIVEN OFF BY OTHER SPECIES, BUT THEY'RE USUALLY STUNNED AT HOW LIMITED AND OBVIOUS THE INFORMATION SHARED BY THEM IS. MECHA-SUITS – WHO DON'T PRODUCE PHEROMONES – ARE PARTICULARLY ODD TO THEM, AS ARE SHRUBS, WHOSE CHEMICAL SIGNALS ARE TOTALLY DIFFERENT FROM THOSE OF OTHER SPECIES. CONSEQUENTLY, TRAVELING ARTHROPOIDS WHO NEED TO SPEAK USUALLY LEARNT TO UNDERSTAND THE MAIN VERBAL COMMUNICATION SYSTEMS EMPLOYED BY OTHERS. IN SOME CASES, SPECIMEN EQUIPPED WITH THE RIGHT PHYSIOLOGY MANAGED TO USE SOME OF THEIR BODY PARTS – THE MEMBRANES THAT ALLOW SOME OF THEM TO CHIRP, FOR EXAMPLE – TO REPRODUCE INTELLIGIBLE SOUNDS AND WORDS, THOUGH THEY NEVER LEARN TO SPEAK MORE THAN A HANDFUL OF WORDS, CHOSEN AMONG THE MOST ESSENTIAL.
EVEN MORE ABSURD TO ARTHROPOIDS IS THE IDEA OF WRITTEN LANGUAGE, WHICH IS DISCONNECTED FROM THE INDIVIDUAL WHO UTTERED SUCH WORDS, WHO MAY WELL HAVE DIED CENTURIES BEFORE. FROM THIS POINT OF VIEW, ALL OF THEM COMPLETELY UNDERSTAND THE CULT'S DOGMA WHICH CONDEMNS THIS FORM OF COMMUNICATION, AND A LOT OF THEM TOTALLY AGREE WITH IT.

ANYWAY, I CAN ASSURE YOU THE SPECIES THAT COMMUNICATES IN THE MOST DIFFERENT WAY FROM ALL OTHER SENTIENT BEINGS IS THE SHRUBS. THEY'RE VICTIMS TO A HUGE MISUNDERSTANDING: OTHER SPECIES, THEIR MOST IGNORANT MEMBERS AT LEAST, BELIEVE THE SHRUBS TO BE SILENT AND SIMPLE CREATURES, ONLY CAPABLE OF CONVEYING BASIC CONCEPTS. ACTUALLY, SHRUBS SPEAK A LOT – I'D SAY ALMOST NONSTOP – AND SPEND THEIR LIVES HAVING LONG AND COMPLEX CONVERSATIONS BASED ON WIDE-RANGE SIGNALS THAT NO ONE EXCEPT OTHER SHRUBS CAN FULLY APPRECIATE. BEING VERY GOOD AT LISTENING, SHRUBS UNDERSTAND OTHER SPECIES' VERBAL LANGUAGES VERY WELL, SOMETIMES THE ARTHROPOIDS' PHEROMONE COMMUNICATION SYSTEM TOO; LACKING ANYTHING RESEMBLING A PHONATORY APPARATUS, THEY ARE COMPLETELY MUTE. THEY RESORT TO SOUNDS, SENSATIONS AND SMELLS TO SPEAK WITH ANY TRAVELING COMPANIONS, APPEALING TO THEIR INTUITION AND EMPATHY RATHER THAN LOGIC.
UNDERSTANDING THEM REQUIRES SOME PRACTICE, ESPECIALLY FOR MECHA-SUITS, BUT IT'S NOT IMPOSSIBLE; IN ANY CASE, THIS IS THE ONLY WAY TO BENEFIT FROM THEIR WISDOM AND THE UNIQUE WAY THEY CONCEIVE EXISTENCE. OTHER ATTEMPTS AT TALKING WITH THEM, RESULTED IN FAILURES MOST OF THE TIME. INDEED, SOMETIMES, SHRUBS LEARNT TO DRAW SIGNS ONTO SOFT SOIL AND ESTABLISH SOME SORT OF SYMBOLIC COMMUNICATION WITH THOSE WHO'VE BEEN BY THEIR SIDE THE LONGEST – HOWEVER, IF ANYONE,

unconcerned with the writing stigma, were to try and teach shrubs any kind of written alphabet, either ideographic or alphabetical, they'd find that very few among them are interested in such attempts or even capable of understanding them. From what I've observed, I was able to conclude that this occurs mostly due to the huge gap between the way they process communication and the way any other languages based on phonation do.

So there you have it, a sample of the huge variety of languages through which the sentient creatures of Materia can learn, think, build societies and offer others part of their essence, or even simply gain an advantage or any type of good. A surprising and fascinating range of means of communication, naturally carrying an even bigger range of cultural concepts and worldviews. And I guarantee, knowing and mastering these means of communication will save your life more frequently than the weapon you carry at your side will, no matter how sharp or heavy it may be.
However, what we talked about so far is still just a tiny fraction of the richness that lies beneath the lands burnt by the Great Destroyer: it's enough to move our gaze over to those species whose taxonomy so far doesn't grant the status of sentient being, or just partially grants it. It is in fact common knowledge among all travelers on Materia that linguistic skills aren't limited to the aforementioned species. Encountering a Lemurite hidden deep in a forest, a Mur protecting the entrance to a cave, a Primordian looking for food for their tribe, a Verminoid trying to sell precious wares are all events you've probably already experienced or will experience soon; and I can tell you that in such instances the best way to reach a favorable outcome is appealing to your interlocutor's intelligence, understanding their intentions, wisely sharing your own, and finally building common ground to find a deal that satisfies both parties.

Sure, some might object that perhaps I'm giving too much credit to species that are still only partially able to understand the world they live in, whose linguistic abilities are limited and whose handicraft is still primitive, compared to the real properties other creatures are able to extract from raw matter. However during my pilgrimages a nearly philosophical certainty emerged from my deepest algorithms, breaking the belief of superiority I unknowingly carried since I was first programmed: don't these same perplexities apply to us sentient beings too? Don't we also just partially understand the world we live in? Aren't we constantly held back by our intellectual and practical skills?
I know, it's odd for a mecha-suit to say such things , and it may seem like one or more of my subroutines are malfunctioning, but I can't hide that this reasoning emerges from a heuristic programming which is very similar to the one that pushed me to open up to another being, a being that some believe I should have rightfully considered inferior to me, to the point of calling him my life partner and, very soon, my partner in death. This programming has thus become an essential part of my kernel, and as such I feel the urgent need not to hide it – not now especially, in a moment so important as the end of my operational cycle.

It's true we experience these limitations less than semi-sentient species – or so it seems to us – but based on what criteria can we trace the line between quantitative and qualitative differences? Don't we ourselves look silly when compared to creatures much wiser and older than us, such as the Kyrbians? Or to travelers who probably inhabit a space with more dimensions than ours, like the Surveyors? Or to beings able to easily cross the thresholds between worlds and become bearers of messages between this reality and the one adjacent to it, such as Mantas and other dream creatures? Don't they have every right to laugh at us sentient beings and what we consider a superior intellect?
A good example of what I'm saying is the Quadripoid species. Aren't they creatures we consider equipped with an intellect, artistic skills superior to our own, and enviably complex community lives? And yet we count them in the ranks of inferior species, semi-sentient, because we are certain they can't formulate thoughts and acts of communication comparable to ours. What if behind their screams, their alienating harmonies, their singing lied a deepness we can only fathom the surface of? To what extent do limitations we assume others have actually apply to us? Based on what objective criteria can the value of a Quadripoid's existence be considered inferior to mine? Maybe the cult of life fanatics understood something profound, strictly limiting the freedom of

THEIR FOLLOWERS TO TAKE A LIFE, ANY LIFE.

I HAVE NO REGRETS ABOUT CHOOSING TO TERMINATE MY SYSTEM OPERATIONS.

IF I DID HAVE ONE REGRET, HOWEVER, IT WOULD BE THAT I GATHERED BUT A FRACTION OF THE RICHNESS PERMEATING EVERY CORNER OF MATERIA, EVERY CAVE, EVERY HILL AND EVERY ABYSS. AND THE SAME GOES FOR THE CREATURES THAT INHABIT IT: THOUGH I WAS ABLE TO FILL THESE WALLS WITH ALL I KNOW AND LEAVE BEHIND, I KNOW I'VE ONLY SCRATCHED THE WATER'S SURFACE, SITTING ON THE BEACH OF A VAST AND UNEXPLORED OCEAN, UNABLE TO EVEN SAY I'VE REALLY TRAVELED ITS WATERS. WHO KNOWS, PERHAPS MONTHS OR CENTURIES AFTER I SHUT DOWN SOMEONE WILL FIND THE WAY TO COMMUNICATE WITH A NEUROFUNGI COLONY AND REACH A COHABITATION AND MUTUAL SUPPORT AGREEMENT, OR WILL UNDERSTAND WHAT BRINGS THANATOIDES TO ENDLESSLY WALK THE NIGHTS OF MATERIA, WHAT ALLOWS FAIRIES TO STEAL DREAMS, WHAT WORDS ARE NEEDED TO OUTSTRETCH A HAND TOWARDS THE IMMENSE NEURAL NETWORK OF A CLOUDTHRASHER AND SEE THE WORLD FROM ABOVE AS THEY DO.

BUT MY JOURNEY ENDS HERE, TODAY, SIDE BY SIDE WITH A MINISCULE AND DYING FRAGMENT OF WHAT I'VE SEEN IN ALL MY YEARS, A FRAGMENT THAT ABSURDLY HAS BECOME DEARER TO ME THAN ITS WHOLE. I'LL LEAVE TO OTHERS, OR RATHER, I'LL LEAVE TO YOU THE TASK OF FILLING THE MANY BLANKS IN MY NARRATION WITH KNOWLEDGE I COULD NEVER EVEN DREAM OF.

SOMEWHERE IN MY LESS ANALYZED – PERHAPS NOT EVEN INDEXED – PROGRAMS, I'VE COME TO THE HUMILIATING REALIZATION THAT MY PRIME OBJECTIVE TO UNDERSTAND AND KNOW ALL THAT IS POSSIBLE IS RIDICULOUS IN AND OF ITSELF: I COULD LIVE ANOTHER THOUSAND LIVES AND NEVER COME TO KNOW ALL THAT IS REALLY WORTH KNOWING. ON THE OTHER HAND, HOWEVER, ALONG WITH THIS TERRIBLE CONCLUSION, ANOTHER ONE - EQUALLY IMPRESSIVE THANKS TO ITS INFINITE ARROGANCE - ARISES: THANKS TO HYLIC, I WAS ABLE TO KNOW THE ONE THING THAT MATTERS MOST. AND SO, IN A WAY, THAT'S ENOUGH. MINE IS AN IRONIC DEATH; BUT WHAT DEATH ISN'T?

HERE, TOGETHER WITH HIS LOST LOVE, LIES MALAK-7, "HE WHO WIELDS COPIOUS WORDS", HAVING REACHED THE END OF HIS LIFE BY FINALLY DECIDING TO CUT IT SHORT.

Creatures sorted by diet

- CARNIVORES -	
Arthropoids	32
Cave Brute	38
Cronenberg Cub	48
Ekpyrotic Snail	55
Feathered Lizard	70
Flesh Demons	75
Forestrider	83
Hanan	90
Hook Predator	99
Hyena Mantis	101
Ire-Ama, Singer of Moons	241
Kiros	103
Lairguard	112
Nargahli	248
Neverborn	149
Ovoparasite	154
Palanthil	255
Panic Fish	157
Pheromorph Sludge	159
Preying Bud	165
Quadripoids	172
Scathopter	178
She Who Dances in the Sea	180
Slithering Horror	187
Strider	198
Strigopendra	200
Strobilomius	204
Terror of the Living	210
Thanatoides	212
Venoraptor	214

- HERBIVORES -	
Kzernog	110
Macroaphids	117
Pneumocephali	161

- NOTHING (OR OTHER) -	
Adrax Module	28
Electronic Ghost	57
Electronic Medusa	59
Epidozoids	63
Fairies	68
Felikor	72
Hoarder Amoeba	94
Mangler	119
Mechanical Hydra	127
Mecha-Suit	122
Megalithovore	130
Mothers	132
Oneirophage Manta	151
Powervore	163
Quantum Antinemone	176
Surveryors	178
Temporal Locust	208

- OMNIVORES -	
Ammaar the Hissing	233
Bathrak the Omniphagus	235
Clones	40
Cloudthrasher	45
Cyclops Sloth	50
Dark Baboon	53
Eradicator	65
Goblin Grasshopper	86
Hallucidherm	88
Ikarr	239
Jiroh	244
Khurgahizitba'lar	246
Lemurites	115
Mur	134
Necrocordiceps	139
Nod	250
Othar-Ma	253
Primordians	167
Sna'pat	257
Squamata	189
Stone Beasts	196
The Smasher	260
Verminoids	217

- PHOTOSYNTESIS AND/OR WATER -	
Bubbolaria	86
Darkwood	237
Detonating Vine	37
Empyrodon	61
Glass Knives	87
Glue Fern	87
Gushing Moss	88
Impaler Plant	88
Kyrbians	105
Nestplant	142
Neurofungi	144
Obstructed Road	89
Shrubs	182
Spiked Ammonia	80
Swiftdeath Flower	81
Wandering Oasis	221
Whispers Elders	224
Wrathful Crimson	81

Creatures Sorted by Environment

- COASTAL -

Ammaar the Hissing 233
Arthropoids 33
Clones 40
Cloudthrasher 45
Darkwood 237
Electronic Ghost 57
Empyrodon 61
Epidozoids 63
Flora 77
Bubbolaria 77
Glass Knives 78
Obstructed Road 80
Swiftdeath Flower 81
Forestrider 83
Jiroh Lostvoice 244
Kyrbians 105
Macroaphids 117
Mangler 119
Megalithovore 130
Narghali 239
Necrocordiceps 139
Nestplant 142
Neurofungi 144
Othar-Ma 253
Ovoparasite 154
Palanthil 255
Panic Fish 157
Pheromorph Sludge 159
Pneumocephali 161
Preying Bud 165
Quantum Antinemone 176
Scathopter 178
She Who Dances in the Sea 180
Shrubs 182
Elder 185
Sprout 182
Wayfarer 183
Squamata 189
Stone Beasts 196
Strobilomius 204
Surveyors 206
Thanatoides 212
The Smasher 260
Verminoids 217
Whispers Elders 224

- DESERT -

Adrax Module 28
Clones 40
Cloudthrasher 45
Ekpyrotic Snail 55
Electronic Ghost 57
Electronic Medusa 59
Epidozoids 63
Eradicator 65
Flesh Demons 75
Flora 77
Glue Fern 78
Impaler Plant 79
Forestrider 83
Goblin Grasshopper 86
Hoarder Amoeba 94
Hyena Mantis 101
Ikarr Crookedeye 239
Ire-Ama, Singer of the Moons 241
Jiroh Lostvoice 244
Kyrbians 105
Kzernog 110
Macroaphids 117
Mangler 119
Mechanical Hydra 127
Megalithovore 130
Necrocordiceps 139
Oneirophage Manta 151
Palanthil 255
Powervore 163
Scathopter 178
Squamata 189
Strider 198
Strigopendra 200
Surveyors 206
Temporal Locust 208
Terror of the Living 210
The Smasher 260
Venoraptor 214
Wandering Oasis 221

- FOREST -

Adrax Module 28
Ammaar the Hissing 233
Arthropoids 32
Clones 40
Cloudthrasher 45
Cronenberg Cub 48
Cyclops Sloth 50
Dark Baboon 53
Darkwood 237
Electronic Ghost 57
Electronic Medusa 59
Epidozoids 63
Feathered Lizard 70
Flesh Demons 75
Flora 77
Detonating Vine 77
Glass Knives 78
Glue Fern 78
Obstructed Road 80
Spiked Ammonia 80
Swiftdeath Flower 81
Wrathful Crimson 81
Forestrider 83
Goblin Grasshopper 86
Hallucidhermas 88
Hanan 90
Hook Predator 99
Jiroh Lostvoice 244
Kiros 103
Kyrbians 105
Lairguard 112
Lemurites 115
Macroaphids 117
Mecha-Suit 122
Mothers 132
Narghali 248
Necrocordiceps 139
Nestplant 142
Neurofungi 144
Neverborn 149
Othar-Ma 253
Ovoparasite 154
Palanthil 255
Panic Fish 157
Pheromorph Sludge 159
Powervore 163
Preying Bud 165
Primordians 167
Quadripoids 172
Shrubs 182
Elder 185
Sprout 182
Wayfarer 183
Slithering Horror 187
Sna'Pat 257
Squamata 189
Stone Beasts 196
Strobilomius 204
Surveyors 206
Temporal Locust 208
The Smasher 260
Venoraptor 214
Verminoids 217
Wandering Oasis 221
Whispers Elders 224

- MOUNTAIN -

Adrax Module 28
Ammaar the Hissing 233
Arthropoids 32
Cave Brute 38
Clones 40
Cloudthrasher 45
Cronenberg Cub 48
Cyclops Sloth 50
Dark Baboon 53
Darkwood 237
Electronic Ghost 57
Electronic Medusa 59
Empyrodon 61
Epidozoids 63
Eradicator 65
Fairies 68
Feathered Lizard 70
Felikor 72
Flora 77
Detonating Vine 77
Gushing Moss 79
Hanan 90
Hook Predator 99
Ikarr Crookedeye 239
Jiroh Lostvoice 244
Kyrbians 105
Lairguard 112
Lemurites 115
Mangler 119
Mechanical Hydra 127
Mecha-Suit 122
Megalithovore 130
Narghali 248
Necrocordiceps 139
Nestplant 142
Neurofungi 144
Neverborn 149
Oneirophage Manta 151
Othar-Ma 253
Palanthil 255
Powervore 163
Primordians 167
Quadripoids 172

Slithering Horror 187
Sna'Pat 257
Squamata 189
Stone Beasts 196
Strobilomius 204
Surveyors 206
Temporal Locust 208
The Smasher 260
Venoraptor 214
Verminoids 217
Whispers Elders 224

- PLAINS -

Adrax Module 28
Ammaar the Hissing 233
Arthropoids 32
Clones 40
Cloudthrasher 45
Darkwood 237
Electronic Ghost 57
Empyrodon 61
Epidozoids 63
Eradicator 65
Flesh Demons 75
Flora
Detonating Vine 77
Glass Knives 78
Impaler Plant 79
Forestrider 83
Goblin Grasshopper 86
Hanan 90
Hyena Mantis 101
Jiroh Lostvoice 244
Kiros 103
Kyrbians 105
Kzernog 110
Lemurites 115
Macroaphids 117
Mangler 119
Mechanical Hydra 127
Mecha-Suit 122
Narghali 248
Necrocordiceps 139
Neverborn 149
Othar-Ma 253
Palanthil 255
Panic Fish 157
Powervore 163
Preying Bud 165
Primordians 167
Quadripoids 172
Quantum Antinemone 176
Scathopter 178
Shrubs
Elder 185
Sprout 182
Wayfarer 183
Sna'Pat 257
Squamata 189
Stone Beasts 196
Strider 198
Surveyors 206
Temporal Locust 208
The Smasher 260
Venoraptor 214
Verminoids 217

- SWAMP -

Ammaar the Hissing 233
Arthropoids 32
Bathrak the Omniphagus 235
Clones 40
Cloudthrasher 45
Cronenberg Cub 48
Cyclops Sloth 50
Darkwood 237
Electronic Ghost 57
Electronic Medusa 59
Empyrodon 61
Epidozoids 63
Eradicator 65
Fairies 68
Feathered Lizard 70
Flora
Bubbolaria 77
Detonating Vine 77
Obstructed Road 80
Spiked Ammonia 80
Swiftdeath Flower 81
Hallucidherm 88
Hanan 90
Hoarder Amoeba 94
Hook Predator 99
Ikarr Crookedeye 239
Jiroh Lostvoice 244
Kiros 103
Kyrbians 105
Lairguard 112
Macroaphids 117
Mothers 132
Narghali 248
Necrocordiceps 139
Neurofungi 144
Neverborn 149
Othar-Ma 253
Ovoparasite 154
Palanthil 255
Panic Fish 157
Pheromorph Sludge 159
Pneumocephali 161
Preying Bud 165
Quadripoids 172
Quantum Antinemone 176
Scathopter 178
Shrubs
Elder 185
Sprout 182
Wayfarer 183
Slithering Horror 187
Squamata 189
Strobilomius 204
Surveyors 206
Terror of the Living 210
Thanatoides 212
The Smasher 260
Verminoids 217
Wandering Oasis 221
Whispers Elders 224

- UNDERGROUND -

Adrax Module 28
Arthropoids 32
Cave Brute 38
Clones 40
Cloudthrasher 45
Ekpyrotic Snail 55
Electronic Ghost 57
Epidozoids 63
Fairies 68
Flora
Detonating Vine 77
Gushing Moss 79
Spiked Ammonia 80
Swiftdeath Flower 81
Wrathful Crimson 81
Hoarder Amoeba 94
Khurgahizitba'lar 246
Kyrbians 105
Mangler 119
Mechanical Hydra 127
Mecha-Suit 122
Mothers 132
Mur 134
Necrocordiceps 139
Neurofungi 144
Neverborn 149
Othar-Ma 253
Palanthil 255
Pheromorph Sludge 159
Powervore 163
Shrubs
Sprout 182
Wayfarer 183
Squamata 189
Stone Beasts 196
Strigopendra 200
Surveyors 206
Thanatoides 212
The Smasher 260
Verminoids 217

- VULCANIC -

Adrax Module 28
Cloudthrasher 45
Ekpyrotic Snail 55
Electronic Ghost 57
Electronic Medusa 59
Epidozoids 63
Flora
Glue Fern 78
Impaler Plant 79
Hoarder Amoeba 94
Hyena Mantis 101
Kyrbians 105
Mechanical Hydra 127
Narghali 248
Necrocordiceps 139
Neverborn 149
Palanthil 255
Powervore 163
Scathopter 178
Squamata 189
Stone Beasts 196
Strigopendra 200
Surveyors 206
Temporal Locust 208
Terror of the Living 210
The Smasher 260

Creatures sorted by intellect

- NON-SENTIENT -	
Cave Brute	38
Cloudthrasher	45
Cronenberg Cub	48
Cyclops Sloth	50
Dark Baboon	53
Ekpyrotic Snail	55
Electronic Medusa	59
Empyrodon	61
Epidozoids	63
Eradicator	65
Feathered Lizard	70
Felikor	72
Flesh Demons	75
Flora	77
Forestrider	83
Goblin Grasshopper	86
Hallucidherm	88
Hanan	90
Hoarder Amoeba	94
Hook Predator	99
Hyena Mantis	101
Kiros	103
Krybians (Young)	115
Kzernog	110
Lairguard	112
Macroaphids	117
Mangler	119
Mechanical Hydra	127
Megalithovore	130
Mur (Ghal)	137
Necrocordiceps (Mutant)	140
Nestplant	142
Neverborn	149
Oneirophage Manta	151
Ovoparasite	154
Panic Fish	157
Pheromorph Sludge	159
Pneumocephali	161
Powervore	163
Preying Bud	165
Quantum Antinemone	176
Scathopter	178
Slithering Horror	187
Stone Beasts	196
Strider	198
Strigopendra	200
Strobilomius	204
Temporal Locust	208
Terror of the Living	210
Thanatoides	212
Venoraptor	214
Verminoids (Evolved)	219
Wandering Oasis	221
Whispers Elders	224

- SENTIENT -	
Adrax Module	28
Ammaar the Hissing	233
Bathrak the Omniphagus	235
Clones	
Old Sage	41
Follower of Adrax	43
Darkwood	237
Ikarr Crookedeye	239
Ire-Ama, Singer of the Moons	241
Jiroh Lostvoice	244
Khurgahizitba'lar	246
Kyrbians (Elder)	108
Mecha-Suit	
Integrated Matrix	125
Malfunctioning	122
Mur (Lak)	135
Narghali	248
Necrocordiceps (Infester)	139
Neurofungi (Supreme)	147
Nod	250
Othar-Ma	253
Palanthil	255
Shrubs	
Elder	185
Wayfarer	183
Sna'Pat	257
Squamata	189
Surveyors	206
The Smasher	260

- SEMI-SENTIENT -	
Arthropoids	32
Clones (Primitive)	40
Electronic Ghost	57
Fairies	68
Kyrbians (Adolescent)	106
Lemurites	115
Mecha-Suit (Guardian)	123
Mothers	132
Mur (Common)	134
Neurofungi	
Infester	144
Subjugator	146
Primordians	167
Quadripoids	172
She Who Dances in the Sea	180
Shrubs (Sprout)	182
Verminoids (Merchant)	217

Creatures Sorted by Danger

- DANGER 0 -	
Arthropoids (Larva)	32
Arthropoids (Worker)	35
Clones (Old Sage)	41
Flora (Glass Knives)	78
Goblin Grasshopper (One)	86
Kiros (One)	103
Lemurites	115
Macroaphids (One)	117
Mur (Common)	134
Ovoparasite (Tadpole)	155
Pneumocephali (One)	161
Quadripoids (Common)	173
Shrubs (Sprout)	182
Sna'Pat	257
Squamata (Young)	189
Stone Beasts (One)	196
Strider (One)	198
Temporal Locust (One)	208
Verminoids (Merchant)	217
Wandering Oasis (Common)	221

- DANGER 1 -	
Arthropoid (Larvae pack)	32
Arthropoid (Soldier)	33
Clones (Primitive)	40
Electronic Ghost	57
Epidozoids	63
Flesh Demons (small pack)	75
Flora	
Bubbolaria	77
Detonating Vine	77
Glass Knives	78
Glue Fern	78
Gushing Moss	79
Impaler Plant	79
Spiked Ammonia	80
Goblin Grasshopper (pack)	86
Hoarder Amoeba (Minor)	94
Hyena Mantis	101
Ikarr Crookedeye	239
Kiros (pack)	103
Kyrbians (Young)	105
Lemurites (pack)	115
Macroaphids (pack)	117
Mecha-Suit (Malfunctioning)	122
Mur (Lak)	135
Necrocordiceps (Infester)	139
Neurofungi (Infester)	144
Othar-Ma	253
Ovoparasite (Adult)	154
Panic Fish (small pack)	157
Pneumocephali (pack)	161
Powervore	163
Preying Bud	165
Primordian (Common)	168
Quadripoid (Keeper)	174
Scathopter	178
Shrubs (Wayfarer)	183
Squamata (Hunter)	190
Squamata (Rhapsode)	192
Squamata (Young pack)	189
Stone Beasts (pack)	196
Strider (pack)	198
Temporal Locust (pack)	208
Wandering Oasis (Carnivore)	222

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Bathrak the Omniphagus	235
Cronenberg Cub	48
Dark Baboon	53
Ekpyrotic Snail	55
Feathered Lizard	70
Flora	
Obstructed Road	80
Wrathful Crimson	81
Hallucidherm	88
Hanan	90
Ire-Ama, Singer of the Moon	241
Khurgahizitba'lar	246
Kzernog	110
Lairguard	112
Mecha-Suit (Guardian)	123
Necrocordiceps (Mutant)	140
Oneirophage Manta	151
Panic Fish (big pack)	157
Pheromorph Sludge	159
Primordians (Alpha)	169
Strigopendra (Lesser)	200
Quantum Antinemone	176
Slithering Horror	187
Strobilomius	204
Venoraptor	214
Verminoids (Evolved)	219

- DANGER 3 -	
Ammaar the Hissing	233
Cave Brute	38
Clones (Follower of Adrax)	43
Fairies	68
Felikor	72
Flesh Demons (big pack)	75
Flora	
Swiftdeath Flower	81
Hoarder Amoeba (Greater)	96
Kyrbians (Adolescent)	106
Mecha-Suit (Integrated Matrix)	125
Mothers	132
Mur (Ghal)	137
Narghali	248
Nestplant	142
Nod	250
Shrubs (Elder)	185
Squamata (Head Brooder)	194
Strigopendra (Greater)	201
Surveyors	206
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Thanatoides	212
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- DANGER 4 -	
Arthropoids (Queen)	36
Cyclops Sloth	50
Electronic Medusa	59
Empyrodon	61
Hook Predator	99
Jiroh Lostvoice	244
Neurofungi (Prime Spore)	147
Neverborn	149
She Who Dances in the Sea	180
The Smasher	260

- DANGER 5 -	
Eradicator	65
Forestrider	83
Mangler	119
Megalithovore	130
Palanthil	255

- DANGER 6 -	
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Cloudthrasher	45
Kyrbians (Elder)	108
Mechanical Hydra	127

Creatures sorted by type

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Ammaar the Hissing	233
Arthropids	232
Bathrak the Omniphagus	235
Cave Brute	38
Clones	40
Cloudthrasher	45
Cronenberg Cub	48
Cyclops Sloth	50
Dark Baboon	53
Ekpyrotic Snail	55
Epidozoids	63
Eradicator	65
Fairies	68
Feathered Lizard	70
Felikor	72
Flesh Demons	75
Forestrider	83
Goblin Grasshopper	86
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Hanan	90
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Hyena Mantis	101
Ikarr Crookedeye	239
Ire-Ama, Singer of Moons	241
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Khurgahizitba'lar	246
Kiros	103
Kyrbians	105
Kzernog	110
Lairguard	112
Lemurites	115
Macroaphids	117
Mangler	119
Megalithovore	130
Mothers	132
Mur	134
Narghali	248
Necrocordiceps	139
Neverborn	149
Nod	250
Oneirophage Manta	151
Othar-Ma	253
Ovoparasite	154
Palanthil	255
Panic Fish	157
Pheromorph Sludge	159
Pneumocephali	161
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Terror of the Living	210
Thanatoides	212
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Venoraptor	214
Verminoids	217

- VEGETABLE -	
Bubbolaria	77
Darkwood	237
Detonating Vine	77
Empyrodon	61
Glass Knives	78
Glue Fern	78
Gushing Moss	79
Impaler Plant	79
Nestplant	142
Neurofungi	144
Obstructed Road	80
Shrubs	182
Spiked Ammonia	80
Swiftdeath Flower	81
Wandering Oasis	221
Whispers Elders	224
Wrathful Crimson	81

- INORGANIC -	
Adrax Module	28
Electronic Ghost	57
Electronic Medusa	59
Mechanical Hydra	127
Mecha-Suit	122

XENOSCAPE

INITIATIVE	PC/NPC

SP

LIGHT DAMAGE

MEDIUM DAMAGE

SEVERE DAMAGE

CONDITIONS

SP

LIGHT DAMAGE

MEDIUM DAMAGE

SEVERE DAMAGE

CONDITIONS

SP

LIGHT DAMAGE

MEDIUM DAMAGE

SEVERE DAMAGE

CONDITIONS

XENOSCAPE

ROUND	1	2	3	4	5	6	7	8	9	10

NPC character sheet

INITIATIVE	PC/NPC

SP

LIGHT DAMAGE

MEDIUM DAMAGE

SEVERE DAMAGE

CONDITIONS

SP

LIGHT DAMAGE

MEDIUM DAMAGE

SEVERE DAMAGE

CONDITIONS

SP

LIGHT DAMAGE

MEDIUM DAMAGE

SEVERE DAMAGE

CONDITIONS

XENOSCAPE

ROUND	1	2	3	4	5	6	7	8	9	10

Down you will find
On the bottom of thy dreams
All of their faces